



## INTRODUCTION

If you are thinking of going out to sabotage a Hunt for the first time, it is advisable to contact experienced members of the Hunt Saboteurs Association, who will be able to assist you to be effective in saving the lives of the hunted animals. A contact list is sent to all H.S.A. members which will show your local contact. This is the first step to take. If however, you should receive no reply from your nearest contact or you remain in any doubt, then get in touch with the Hunt Saboteurs Association H.Q., P.O. Box 19, East Dulwich, London, S.E.22., 9L.R.

## WHERE TO FIND DETAILS OF LOCAL HUNTS

Look in the copy of Baileys Hunting Directory which will be found in your local reference library. This will give you the hunting area of every hunt.

## WHERE DO THEY ADVERTISE THEIR MEETS ?

1. Under hunting appointments in Horse and Hound every week, on Fridays, (browse through it in W.H. Smiths or any large newsagents).
2. In local newspapers.
3. In fixture lists sent by hunt secretaries to subscribers and 'interested' persons.
4. On some pub notice boards.
5. At Stables and Riding Schools.

## LOCATION

If you are unsure of the position of a farm or small village meet, your local reference library will usually be very helpful and will often have maps at different scales. If possible, photo copy or make a drawing of the area around the meet with particular reference to footpaths, commons etc., any non private land. Animal centres or sanctuaries, motorways, railways (hunt unlikely to cross). Also look for likely hunting areas (in the case of fox hunts, small covers). If possible, farm boundaries would also be of assistance if you are subsequently ordered off land. It is worth noting that Esso road maps have a good small village index as does the AA Book of the Road. The reference library may also help with telephone enquiries. Have the telephone number of the kennels handy in case the hunt does not show up at the expected venue. (Look in Yellow Pages under Hunt Kennels). Have a good story ready in case they ask awkward questions. For instance, you could tell them that a relative of yours from Canada is anxious to see a real English hunt!

**NOTE** Some groups suggest attending a hunt as an observer before attempting sabbing. This will give some insight into the operation of the hunt involved. The decision to observe or sab first time out is purely down to the individual. If you are late or if you lose the hunt, have a scout round the area. Horse Boxes, Country folk gazing across fields, horse in a field apparently interested in something in the distance, fresh horse droppings on the road, hoof marks and paw prints in muddy gateways, disturbed flocks of birds, running cows or a large number of cars by the side of the road usually means that the hunt is somewhere nearby. (Supporters' cars are often identified by coloured windscreen stickers e.g. SDH - Southdown Hunt and British Field Sports Society Stickers). Unless you are involved in pre meet beating or spraying, it is important to arrive in time to ascertain which direction the hunt moves away from the meet, unless you have firm information as to where the hunt are going first.

## DRESS

It is often a great advantage to look like a hunt follower and thus gain information on the likely course of the days hunting or of future meets. Obviously, it may not be possible to stay undercover indefinitely or on subsequent occasions, but hunt follower type clothes will assist in avoiding detection. Therefore, do not wear bright clothes, if possible find dull green or brown jackets or camouflage jackets. Also, dull trousers or breeches with thick socks and strong boots (the latter will protect you from foot injuries). A cap may be worn for added effect or to hide long hair. Practice scowling in front of a mirror! British Field Sports Society badges can also be used to advantage where necessary.

## MATERIALS

1. Scent Dullers — Bob Martins 'Antimate' in aerosol cans from Pet shops and Chemists are ideal for immediate spraying after a hunted animal has passed or to destroy scent in a selected small area. These cans are relatively easy to conceal and carry with you on a hunt. Small garden hand sprays can be used as dispensers. Alternatives include Garlic Powder in a hot water solution, which can be mixed two nights before or crushed garlic cloves mixed during the summer months in five gallon containers for use during the following season. With any use of sprays, refer to the warning number 3 which is given further on in this booklet.

2. **False Trails/Drags** — In general these have produced mixed results. Some people have success with fox bedding, animal or dried blood trails. Success with any method is difficult to achieve, perhaps because there has been very little experimentation with this tactic. If you discover an effective method let H.Q. know immediately. Dried Blood trails have been proved to be very effective. Dried Blood can be obtained in a powder form from gardening shops. It should be mixed with hot water in a ratio of 1 to 4. It should be left in a sealed container in a warm place for a minimum of four weeks, longer if possible (the best results seem to be obtained with year old mixture). There are ethical objections to the Dried Blood trail methods, and use rests with the individual.
3. **HUNTING HORNS — THESE ARE ESSENTIAL.** They can be obtained from the H.S.A. Sales Goods section. Cotswold hunting horns are the most effective and can be used on all types of hunting. The pitch of the horn calls may vary from hunt to hunt. Typical horn calls and their meanings are available on tape and once again, these can be obtained from the H.S.A.
4. **Smoke Flares** — These can be obtained from Marine Suppliers.
5. **OS Maps** — 1:50,000 can be bought at stationers or borrowed from libraries. These are vital for information. (Some road maps contain a town index). 1:25 000 maps will show more detail. The Ramblers Association maps have footpaths marked bright red, they are subtitled The Pathfinders Guide.
6. **Whistles** — These are often very useful if you cannot blow a horn, they will make hounds look up. Shepherd whistles are particularly effective in woodland. (Some hunts that are regularly sabbed are now relying more on whistles and voice). You can buy them from gunshops.
7. For clearing hares from coursing areas use compressed air horns, rockets, rags on string, flags and fertiliser sacks.
8. If possible, someone in the sab group should always have a camera, but have a place where it can be hidden safely. Remember the Hunt Saboteurs Association cannot accept responsibility for any damages.
9. Materials for tying up gates (at discretion where this can be done safely without putting horses at risk).
10. **Rook Scarers (Rookies)** — These are available from gun shops, agricultural merchants, for pre meet clearance or hare coursing. Please see note on their use in fox hunting pre meet tactics.
11. **Banners for demos** — Avoid pointed ends (offensive weapons act). Use sheet banners for run ons at Hound Shows or Game Fairs, these can be folded and hidden under your jacket.
12. **C.B. Radios or Walkie Talkies** can be helpful over a range of 2 — 7 miles, depending on the terrain.

#### WARNINGS

1. **WHEN DRAWING HOUNDS OVER BY USING HOLLOAS OR HUNTING HORNS, ENSURE a) THAT YOU ARE NOT BRINGING THE HOUNDS NEAR OR OVER A RAILWAY LINE, BUSY ROAD OR AWAY FROM A FALSE TRAIL. b) THAT THERE ARE NO HUNTED ANIMALS BETWEEN SABs AND THE HOUNDS (OBVIOUS BUT IMPORTANT).**
2. Remember the Country Code (see the H.S.A. Constitution).
3. Do not take any action that may harm the horses or the hounds, be careful not to frighten the horses at a banner demo.
4. Avoid tactics that do not directly help the hunted animal, such as interfering with the supporters' cars etc.
5. **IF THE HUNTED ANIMAL IS HEADING TOWARDS YOU, STAND PERFECTLY STILL AND QUIET UNTIL IT HAS PASSED. ANY NOISE OR MOVEMENT MAY SCARE IT BACK TOWARDS THE HUNT**
6. When using rook scarers, check to see that there is no fire risk by using only in evergreens, also keep them away from bridleways and public rights of way.
7. If there are a lot of sabs, then keep tightly together in the field. A long line of sabs may prevent the quarry from fleeing and flush the animal back into the hounds. Avoid running noisily towards a hunt for the same reasons.
8. **IF THE HOUNDS 'PUT UP', THAT IS FLUSH A QUARRY, PARTICULARLY A FOX, DO NOT RUSH IN IF THERE IS A RISK OF TURNING THE ANIMAL BACK INTO THE PACK. REMEMBER THE HUNT WILL WANT A CHASE, THEY WILL NOT WISH TO 'CHOP' THE QUARRY, THAT IS TO KILL IT WITHOUT A CHASE. SO IF AT THE INCEPTION OF THE HUNT YOU ARE BADLY POSITIONED, HAVE PATIENCE AND TRY TO REACH A BETTER PLACE TO INTERVENE AND TO USE SABOTAGE TACTICS.**
9. On no account under any circumstances wilfully injure or attempt to injure any hunt animal, be it horse, hound or terrier, and take EXTREME care when driving near hunt animals. Anyone who does not consider the welfare of hunt animals, has no place in the Hunt Saboteurs Association and would be expelled.
10. **DO NOT PLACE A HUNTED ANIMAL AT RISK IN THE FIELD. THE FIRST PRIORITY IS THE LIFE OF THE HUNTED ANIMAL. THE SECOND IS THE EFFECTIVE SABAGING OF THE HUNT. DO NOT CONFUSE THE TWO. A LOT OF BAD CALLING OR MOVING COULD TURN THE HUNTED CREATURE INTO THE PACK. IF THE QUARRY OR OTHER ANIMAL PASSES NEAR YOU FREEZE UNTIL IT HAS PASSED YOU, THEN QUICKLY TAKE THE APPROPRIATE ACTION.**
11. Do not spray the hounds.
12. A red ribbon or bow on the tail of a horse means that it is liable to kick.

#### CONFRONTATIONS

Violent hunt reactions may occur but do not go out expecting them. The following points should be noted:

1. Avoid if possible direct confrontation with riders and supporters. Chat to the supporters — do not antagonise them. They can be of assistance if trouble starts. If you do get hurt by a hunt member you can take the perpetrator to court.



2. If a rider is chasing you it helps to have a safe escape route planned, e.g. over a fence or into thick woods.
3. It is nearly always fatal to run if being followed by hunt 'heavies'. They can go anywhere you can and running only encourages them (it probably reminds them of the chase!). In such cases sabs should always keep together and should WALK steadily back towards the cars.
4. If the police turn up, be polite to them. Remember you need not give your name and address (unless you are a car owner or are being arrested), never admit to anything. Otherwise co-operate with them. Whilst they must officially remain neutral, they are bound to have sympathies to one side or the other. Whichever side they are on, annoying them does not help. It's nice to have them around sometimes (take a note of their numbers always). Refer to the legal advice sheet — this is available from Headquarters.
5. If there is a 'dust up', take any injured sabs to hospital for confirmation of injuries. This is invaluable if there is to be a court case. Let H.Q. know if there has been any violence from the hunt. Also inform the press officer.
6. If there are any violent incidents (being hit by huntsmen etc.) even if not on a large scale, let Headquarters know immediately. Always note if incidents took place on private land, on footpaths or on the road.
7. Take written notes of any incidents as soon as possible after the event. Get names and addresses of witnesses and photographs where possible. Get description of the hunters or supporters involved and any car numbers. (Refer to the incident report sheet — these are available from Headquarters).

## ELUSIVE HUNTS

Some hunts do not advertise and others go to great lengths to give sabs the slip (in such cases they often give their own supporters the slip as well, so this in itself can be considered a minor victory for the sabs). They may stop advertising their meets (this will lose them money) or even change the meet at the last moment (this will lose them supporters). In such cases tactics are as follows:

1. Follow the hound van from the kennels (their addresses are given in Baileys Hunting Directory usually available in the reference section of your local or county library). The hunt will soon get wise to this trick and you will then have to wait outside regular hunt supporters or hunt officials houses. If this is not possible try staking out main roads in the hunt's country and follow horse boxes or known hunt vehicles. (For this reason it is essential to collect descriptions and registration numbers of vehicles seen at a hunt meet.
2. If they were due to meet at a pub but are not there, ask the publican where they have moved to. Alternatively ring the kennels or the hunt secretary. In both cases prepare a good story beforehand — they can often ask awkward questions. Telephone numbers can be obtained from Headquarters, telephone books and "Bailey's Hunting Directory".
3. If a number of sabs are searching for the hunt, then C.B.'s can be invaluable. Sab cars can go off in different directions and relay information to each other via the C.B.'s. If there are sabs without C.B.'s, always arrange a rendezvous or keep to a road circuit where they can be found. It is essential to have a central contact telephone number so that sabs trying to locate the hunt can pass on and request information on the whereabouts of other sabs and information as to what areas have already been searched. The person at the contact number should have a map and all should know how to give map co-ordinates accurately.
4. Watch out for horse boxes on the move or unloading. See also notes on location.
5. It can be helpful to have someone on friendly terms with the hunt who can pass on any information, better still and increasingly necessary is the need to encourage non-active but keen and knowledgeable anti-hunt persons to infiltrate their local hunts. Allow them time to establish themselves in the hunt and gain the hunt's confidence before acting on any information they are able to pass on.

NOTE an infiltrator in one hunt can often supply information on neighbouring hunts and on the darker sides of hunt supporters activities i.e. badger-baiting and the like.

## TRESPASS

You can go onto anyone's land providing you leave by the shortest route if ordered to do so by the landowner/police or official representative of the landowner (e.g. his gamekeeper). However, they very rarely have with them the proof that they really DO have the authority!

If you refuse to leave (you must be given reasonable time to do so), the landowner etc., can use REASONABLE force to remove you. He can also take you to court, but if you do no damage to crops or fences, he will have an extremely weak case. "No Trespassing" signs are only warnings and are not a law unto themselves. Nobody but the aforementioned people can order you off land. NOBODY can order you off a designated footpath. The police may try to order you off, but as long as you keep walking up and down, then you are alright. Try to carry a map which clearly defines the footpaths.

## INTELLIGENCE GATHERING

Gathering information on local hunts is one of the most interesting of activities outside actual sabotage and can prove both rewarding and exceedingly helpful when planning sabotage. Information of importance includes hunt reports (from Horse and Hound, Shooting Times and sometimes pro-hunt local newspapers), the collection of names and addresses of Hunt supporters and officials, the collection of photographs and pictures of huntspeople, taken by sabs as hunt meets or gleaned from local newspapers.

Vehicle descriptions, and registration numbers are extremely useful.

#### HINTS      a) TRANSPORT

1. If driving, make sure that you have a full tank before you start.
2. A locking petrol cap, tyre pump and spare tyres are essential.
3. Check that insurance, tax etc., are up to date (police sometimes spot check sabs' cars at hunts). Never take vehicles out that aren't legal you are bound to be stopped by the police.
4. Remove all 'give away' car stickers that identify the car as that of a sab.
5. Have a whip round for petrol (and where applicable, hire van costs) if sharing transport.
6. Always leave someone to look after the cars. An unattended car invites interference from supporters.
7. Try to avoid being blocked in by supporters cars and try to be familiar with the roads. If blocked in, stay calm.
8. Use a British Field Sports Society car sticker to your advantage if necessary.

#### HINTS      b) GENERAL

1. When in woods keep an eye out for traps and snares - act accordingly!
2. NEVER bring hounds near major railways or busy roads.
3. Opening meets of Fox Hounds (1st Saturday in November) and Boxing Day meets attract large crowds, so these deserve special attention. Always try and arrange a banner demo and a sabotage. Invite the local media along. Distribute leaflets to members of the public.
4. Always take a count of sabs present so that none get left behind. Arrange rendezvous points and times.
5. Always try to have a central telephone number. It may be possible for a non-active member with a telephone to co-ordinate groups of sabs or to pass on any information, if everyone is issued with his/her telephone number beforehand.
6. Have an alternative hunt lined up in case of cancellation.
7. Try to arrange a meeting just prior to the hit so that everyone knows what you are going to attempt. Also exchange information on any known hunt heavies or known coverts or likely hunting areas etc. Study map with relation to the above and also to the rendezvous points. It is also important to know what other local H.S.A. groups intend doing so as to avoid confusion.
8. To press a point, make sure that you are well equipped with adequate clothing, antimate, whistles, horns and maps.
9. The hunt may be out all day so be prepared to do likewise. Try to have some packed food handy.
10. A strong local group may decide to concentrate on one hunt so that all the pressure is on them and they may stop advertising, which can be considered as something of a victory. The drawback to this is likely to be noticed by increased antagonism from heavies and huntsmen alike initially, but the benefits included are increased knowledge of territory and hunt routing, plus the hunts become identifiable.
11. It is often worthwhile to have a debriefing session after a sab so that all the members as a group get a chance to analyse the events of the day to criticise and give opinions which might prove useful in the future. Such meetings also help to build a working relationship in a group whose make up might be very diverse.



## HUNT REPORTS AND FIXTURE LISTS

These can prove useful in several ways. Firstly comparisons of several years worth of fixtures lists for one hunt may show up a consistent pattern for some meets which enables sabs to plan for these meets with a fair degree of certainty, and of course if the hunt stops advertising you can still predict where they will be on special occasions. Fixtures lists may also, if plotted on a large map of the hunt country show up areas where the hunt tends to concentrate its activities – again useful if the hunt should cease advertising. Lawn meets are of course the addresses of hunt supporters.

Hunt reports often record the names of hosts of meets. They also describe (possibly with much exaggeration) the routes taken by the hunt during the course of a day's hunting. Reports of such routes are often applicable for that meet year in year out and thus can provide a guideline to what the hunt is likely to do, greatly assisting pre-meet work. (However, do not rely on them entirely).

### 2. NAMES AND ADDRESSES AND PHOTOGRAPHS OF HUNT SUPPORTERS

These are useful for two reasons. Firstly when hunts are not advertising (especially during cubhunting) sabs can wait outside the homes of regular hunt supporters (terrier-men, masters and officers of the hunt are most useful), and hopefully follow them to the meet.

Secondly knowing huntspeople by name and face is obviously useful if the need arises to report violence to the police and of course their addresses increase the chance of you taking effective action against them.

Open files on any prominent hunter include in them silly comments made by them to the press and any misdemeanors they resort to.

### 3. VEHICLES

These are useful when spotting hunt vehicles on main roads in the hunt country when meets are not advertised or when you have lost the hunt. A vehicle which is regularly out with the hunt probably contains a driver who knows where the hunt is likely to be. Try to identify the vehicles belonging to hunt heavies and the terrier-men and also those belonging to hunt staff or officials.

### 4. LOCAL NEWSPAPERS

These often carry stories of hunt events and hunt misdemeanors. Building up a dossier on a hunt allows instant recall of these events, and can prove useful when the media calls you for a comment on a recent event.

### 5. HIT REPORTS

These should be completed as soon as possible. They should include information gathered during the sab. Where the hunt went, what it did, what you did, what went wrong, who was there and a list of vehicles at the meet. Try to attach a map to the back showing the route the hunt took.

### 6. MOST IMPORTANT

Copies of all material (no matter how seemingly insignificant should be sent to H.Q. for inclusion in the hunt files so that it is available should a new group need it in the future.

# HARE HUNTING

There are three types of pack that hunt the hare by scent. In England and Wales the brown hare is hunted. The blue, or mountain hare occurs in hill country and a variety of this hare is hunted in Ireland.

## HARRIERS

<u>No of packs in England, Scotland and Wales:</u>	27
<u>Ireland:</u>	25

Season: End August - March

Usual start: 11.30 a.m.

Hunting takes place from horseback and the structure is basically the same as a foxhunt (qv) (indeed some packs of harriers also hunt foxes) and is carried out at a faster pace than beagling (see below).

Hounds Harriers take their name from the type of hound used (as with Beagles and Bassets). Harrier hounds stand between 18-22" at the shoulder.

## BEAGLES

<u>No of packs in England, Scotland and Wales:</u>	81
<u>Ireland:</u>	30

Season: September - March

Usual start: Anywhere from 11.00 a.m. - 2.00 p.m.

The hunt takes place on foot.

Hounds Are smaller than foxhounds and harriers, standing 16" and under, but are smaller in appearance and marking. They tend to have friendly and endearing faces but are very independent

## BASSETS

<u>No of packs in England and Wales:</u>	11
<u>Scotland:</u>	1
<u>Ireland:</u>	1

Season : October - March

Usual start: Anywhere between 11.30 a.m. - 2.00 p.m.

The hunt takes place on foot.

Hounds Bassets, despite their ungainly appearance are quite quick on the ground and do catch hares.

To describe hare hunting we will describe a typical beagle hunt, any deviation of procedure etc., for the other two types will be noted in the text.

## Officials and servants

The Master (or Joint Master), Huntsman and Whipper-in fulfil the same roles as in foxhunting. The uniform is similar although green jackets are the most favoured for hunt staff; however, blue, black, fawn or red may be worn. Riding hats or peaked caps and jodhpurs are standard attire, but on beagle and basset hunts, plimsols and hockey boots take the place of riding boots.



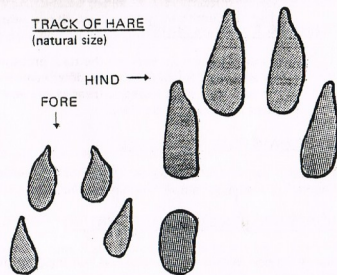
BEAGLE



BASSETT

Hares do not "go to ground" as such, but if the hare takes shelter in the roots of a tree, drain, heap of sticks, or other similar places of cover, she may be flushed out, given "law" (head start) and re-hunted. However, the Association of Masters of Harriers and Beagles states that if a hare "goes to ground" it must be left, or "if it is considered advisable to kill it, it must be got out and immediately destroyed before being given to hounds". (In 1978 on the Monmouthshire Beagles, a hare went to ground in a badger's set and was killed by terriers. On the same hunt, the Master's terrier killed a mink!). Similarly, no Fence menders or Earth stoppers are needed (although may be employed by a harrier hunt). A great many beagle packs are attached to Public Schools (e.g. Eton College Beagles), Colleges (Christchurch & Farley Hill - Oxford University) and armed forces (e.g. Per Ardua - R.A.F.).

**The Hunt** The 'meet' takes place at a pub, village green or other suitable and easily accessible place. Hare hunting does not provoke the same glamorous aura as foxhunting and beagling is often referred to as the "poor man's foxhunting", the Public School and College packs being the spawning ground for future Masters of Foxhounds. Supporters normally follow on foot, as the view from a car stationed on the road will only be sporadic. The hunt may travel for miles over vast areas of open land, crossed only by tracks, as well as plough, grass, late crops (such as kale and sprouts) and woods. Hunters always refer to the hare as female, thus 'she' will appear in the text, although both male (buck) and female (doe) hares will be hunted. She is sometimes referred to as "puss".



The huntsman will perform in much the same way as in a foxhunt, by casting the hounds in search of a hare (casting is wider with harriers); the hounds prefer silence during this period. The hounds may follow a "drag" (scent left by hares) before the hare is spotted; they may sight the hare (although it must be quite close, as hounds hunt by smell); or they may be "holloed" onto the hare. Because the huntsman works close to his hounds, false hollaos, from sabs, may be ignored and usually only serve to act as a means of raising hounds' heads.

The brown coat of the hare enables her to blend very well with the ground, and a hare may lie in her "form" or "couch" (a shallow scrape in the ground) until one is practically on top of her. The hare uses the scrape almost as a starting block by pushing her hind legs against the back and shooting out. We are told that hares are reluctant to venture onto fresh ground, ground they do not know, so this may account for some hares travelling in a wide circle.

When hounds are on the scent, the huntsman will encourage them with voice and horn. A hare will react to being chased in much the same way as a fox, using flocks of sheep, herds of cows, manure etc., to foil her scent. Other "devices" include putting up a fresh hare from her couch; "jinking" (a sharp right-angled leap to the side) which may be followed by "clapping" (a quick flattening of the body to the ground); doubling back on her tracks and then "jinking". She may also be aided by the intervention of a fox or deer, which is very tempting for hounds.

When the pack loses the scent, the huntsman will cast the hounds again, and both whippers-in and foot-followers will be looking for the hare to break. To indicate the hunted hare, they will usually remain silent, but raise their hat or arm and point the direction taken using the other arm. If the hounds cannot re-find the scent, the huntsman may take them over to the signaller.

An average adult hare weighs 8lbs and is therefore faster than a beagle, harrier or a basset, but the superior stamina of the hounds will, eventually outstrip the hare. Despite this, runs of five miles and over may be experienced; the hunting of one hare may be as short as twenty minutes or as long as two and a half hours and over. Because of the speed of the pack, they may lose the huntsman and followers and disappear from view and may not be found for an hour or more, and may kill the hare out of sight - the corpse never being found and her fate never being ascertained.

#### HARE HUNT TACTICS AND AN INTRODUCTION TO HUNT SABOTAGE

Beagling, like all hound hunting, is comparable to a game of chess. However, this analogy is a model intended to inspire thought during the day's exertion and should not be taken literally as hunting is a matter of death and snatching a matter of life for the hunted animal - it is not in any sense a game. The hounds work as a team against the hare, huntsman and whippers-in act as the managers, guides and coaches that produce a first class hound team. The fact that one hare is assailed by so many other elements means that nature's laws are broken, and it is the saboteurs who must offer assistance to the hare. No longer then is it just animals hunting animals (arguably natural), but hounds and huntsmen versus hare and saboteurs. The important thing is to sabotage the hunt to the best of your ability without malice to the opposition. However, to do this well, you must know the basic rules of hunt sabotage, then like a good chess player, you can apply them in the field and try to gain the advantage on your opponents, the huntsmen. Remember an animal's life is at stake. Once you have mastered the principles of sabotaging the houndwork of the beagle packs, you will be able to cope better with fox hunting. Therefore we must turn to beagling and the beagling field as the classroom. The teachers must be the people whom we oppose, because like it or not, they are the experts. However, by using their knowledge and experience against them, we can bring them down.

It is worth studying the general rules which govern hunting, and the specific rules governing hare hunting and fox hunting respectively.



#### SCENTING RULES — GENERAL

1. Scent is good when frost is coming out of ground and moisture hangs from grass.
2. Scent is poor when frost begins and cold weather follows warm.
3. Scent is poor when the sun becomes too hot and dries it up.
4. Grass and Clover carry scent well.
5. Plough is terrible for containing scent and sticky plough can gum up scent glands.
6. Roads, Concrete and dry ground will not hold scent for long.

#### SCENTING RULES — HARE

1. Hare scent comes from between the toes, probably from glands.
2. Roads and other animals, including other hares and humans can confuse scent.
3. As the hare tires scent weakens, (beagles can sense this, and old hounds will push up to the front for the kill).
4. Pregnant hares carry little scent.

#### HUNTSMANS RULES — GENERAL

Huntsmen always cast the hounds forward of last contact with the line of the hunted animal. If there is no result, the hounds are presumed to have overrun the line, and the quarry is then still thought to be behind.

#### HUNTSMANS RULES — HARE HUNTING

Huntsmen control hounds by voice and hunting horn, for instance, if the huntsman calls "On-On-On", he is encouraging the hounds to follow the line or encouraging the pack to follow the hounds which are giving voice. The hunting horn equivalent to "On-On-On" is three short quick notes.

A long single winding call is to collect hounds.

Three long calls mean a kill.

Supporters will hold an arm aloft when a hare is sighted and point the direction, sometimes using a hat or handkerchief to gain emphasis.

#### QUARRY RULES — HARES

1. Hares when young are vulnerable, therefore the mother spreads them out in different areas, and when going to feed them sets off in different directions, checking and double checking before going to her young.
2. Hares are creatures of habit and will run the same lines, runs and exits (Smeuse) if possible.
3. A fresh found hare in hilly country will usually start off in front of hounds by running uphill.
4. Hares are fond of sitting on unploughed arable land.
5. Hares try to lie up with their rumps towards the wind, in order to scent any enemy from behind and to see from the sides and the front.
6. Hares tend to run downwind when hunted.
7. Hares conceal themselves in cold windy weather, but cold frosty weather with sunshine brings them out.
8. A well hunted, tired hare tends to run short, i.e. twists and turns.
9. Hares can leap considerable distances and they can also swim.
10. Hares are reluctant to venture onto fresh or unfamiliar ground and will often travel in a wide circle when they are hunted.
11. There tend to be two main categories of hunted hare;
  - 1) Hares that run from a distance at the first smell of trouble. This hare will take off to another favourite cover and will wait there to see what happens next. If she hears the hounds on her line, she will be off again employing tricks such as doubling back.
  - 2) Hares that wait until underfoot. This hare will run to another place of concealment at great speed, on reaching it she will sit tight hoping to be missed. With this type of hare when hounds check, the hare may well be close at hand.

#### HOUD RULES — BEAGLES

1. Beagles vary from 14" to 16" at the shoulder. Packs are normally uniform to size.
2. The smaller the beagle the slower, but it is better for scenting.
3. The larger the beagle the faster, but can more easily be distracted from or overrun the line.
4. A 14" Beagle will take up to two and a half hours to catch the same hare.  
A 16" Beagle will take up to twenty minutes to catch the same hare.
5. Beagles are purpose bred for the area.  
Small fields with many obstacles such as roads, hedges, plough etc., tend to favour the small beagle, because the hare will check many times to negotiate obstacles.  
Large open spaces, such as uplands with pasture holding easily recognised scent, favours the larger and faster beagle.

6. Small beagles tend to stay on the hunted line and not deviate to a fresh hare. Large beagles tend to change hare many times before finally running one down.
7. Towards the end of the hunt, old hounds noticeably come to the front of the pack.
8. Bassets should be considered as hunting in the same way as a 14" beagle pack.

#### HARE HUNTING — TACTICS

Try to arrive at the hunt early in order to familiarise yourself with the land around the meet, with special reference to roads and footpaths. Check the wind direction and try to ascertain the scenting conditions — the pace of the hunt will be relevant to scenting conditions. Try to understand the type of Beagle pack you are dealing with (read the first six beagling rules). Watch carefully for the direction in which the hunt moves off.

Essentially there are two parts to a hunt, part 1 concerns the finding of the quarry, part 2 concerns the tracking and the killing of the quarry.

#### DEALING WITH PART 1 — THE SEARCH

The huntsman casts the hounds usually with the wind at his back. He will often cast in a zig-zag fashion. The object here is to put a hare up or to find a line. Positioning of the saboteurs is obviously very important. A downwind position generally will allow you to be able to intercept effectively (see part 2, the chase). However, you must take great care not to turn the hare back into the hounds.

If you are close to the hounds and huntsmen, then it is important to distract the hounds from their search by breaking the packs concentration. This can be done by talking to the hounds from a position just behind them.

If close enough also try to distract the huntsman from his task by talking to him. On no account, enlarge the pack by getting directly in front of, or alongside the pack whilst they are drawing, or you will act as an extra hound. If you are on a road or footpath adjacent to the hounds, distract them by using noises such as whistling, shouting or horn blowing, if there are no hares between you and the hounds. Almost inevitably a hare will eventually be put up, but remember not to panic, there is often more time for action than is initially apparent.

#### DEALING WITH PART 2 — THE CHASE

Keeping the various rules in mind, interception is the important factor once the chase begins. Once the hunted hare has passed, spray behind it, along the line it has taken, but remember to take into account the wind's effect on scent, if possible out of sight of the huntsman. Try to stop the hounds by rating them (i.e. shouting at them and calling "Leave it", "Leave it"). **THEN ENCOURAGE THEM TO GO OFF IN A DIFFERENT DIRECTION AWAY FROM THE LINE OF THE HUNTED HARE.**

If you can commit them to a false line or divert them continue to encourage them to run on with the use of hunting calls by horn or voice (use "On-On-On-"). Every attempt should be made to split the pack and keep them away from hunt staff. A sharp clapping of the hands will imitate a whip and can be useful in pulling hounds up if this is required. Any individual hounds should be encouraged to hunt on in order to split the pack further.

If the huntsman succeeds in collecting the pack, he will then cast forward at the point where he last saw the hare. Sabs should now resort back to the Part 1 tactics, but it now becomes of greater importance to keep the heads of the hounds up by creating as much noise as possible, also try to call the hounds away with the hunting horn. The rest of the day will generally follow in a repetition of part 1, part 2 tactics. If the hunt succeed in a kill do not give up. They will carry on hunting if time is available. Do your best to prevent them killing again.

Remember try to concentrate on the hunt and attempt to be aware of what is going on at all times. This will assist you to take the appropriate action efficiently.

It is worthy of note that Women's voices will scare hares over a considerable area. (This would alert the hares that something is afoot).

If you do lose the hunt remember that beagle and basset hunts often work in circles, so they are likely to return close to where you last saw them.

As harrier hunting is conducted mounted, it is best to refer to fox hunting tactics. (Most harrier packs now hunt fox anyway). Always ascertain the quarry beforehand. If harriers are hunting hare, treat the sabbing as a fox hunt, but keep the hare rules in mind.

A good book to read on the subject is:

Hare Hunting (In the Lonsdale series) By Hewitt.



# FOX HUNTING

No of packs in England, Scotland and Wales: Approx. 208  
Ireland: 34

## Official season:

Cubhunting: 4th August (or after the corn has been cut) to 31st October.  
Foxhunting: 1st November to 1st May.

## Usual start:

Cubhunting: 4.00 am in late July to 10.00 am in October.  
Foxhunting: 11.00 am.



## Structure of the hunt, description of the persons involved and related activities

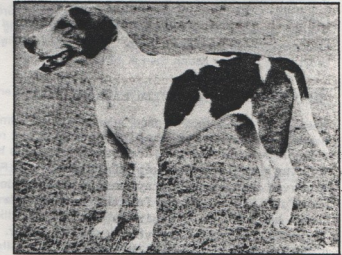
Fox hunting is the most complex in structure of all the bloodsports. To explain how the hunting of the fox is conducted, it is necessary to describe the role of the persons involved in a days 'sport'. Much of this description also applies to the other forms of hunting.

**The Hounds** The foxhound was originally bred to hunt deer and hares and despite years of intensive breeding he will still "riot" after these quarrys. The foxhound normally stands between 22"-25" at the shoulder.

The hounds are not bred for speed but for stamina and scenting ability; so although the fox runs much faster than the hounds, the hound's superior stamina will eventually enable it to kill it's quarry. A much faster hound could be bred by crossing it with a racing type, but this would not be considered 'sporting' and, after all, those who ride behind would not be too pleased if every fox was killed after only a few minutes gallop! A pack of hounds may number up to 40 (in hunting terms - 20 couple - hounds are always counted in twos), and are either made up of all dogs, all bitches, or sometimes a mixed pack. Different hounds in a pack may have different scenting abilities - some better on grass, others on the road etc.

More hounds are kept in the kennels so the huntsman is able to choose which hounds will make up the pack on any given day. It also enables sick or injured hounds to be rested without lessening the number of the hunting pack. Usually no feed is given to the hounds the day before the hunt in order to heighten their sensibilities. Most hounds only have a hunting life of six or seven years, they are then either killed off or donated/sold to an otterhound (qv) or maybe used to breed from. They may be used as bloodstock in a new pack, perhaps in America or other foreign country. It has been rumoured that slaughtered hounds have been fed to their kennel mates.

**The Master** He is the chap that has to dig in his pocket at the end of the year and pay the outstanding hunt debts! Hunting is so costly that some hunts have joint masterships, where up to four people may share the title and the overheads. The Master may belong to the Master of Foxhounds Association, (MFHA) but this is by no means statutory. If he is an MFH then he is bound by the rules of that Association and can be disciplined by them. The Master is responsible for controlling the kennels, the season's programme and for showing good sport and is directly answerable to



HOUD TRACK  
(natural size)



**The Hunt Committee** who are elected by the subscribers, the committee, in their turn, appoint the Master. They are responsible for the "hunt country" and overall policy. They are also responsible for raising the money to run the hunt, which includes the wages for hunt servants, food for the hounds, maintenance of hunt premises and equipment, earth-stopping, damage to non-hunt property, repair to hunt jumps etc. The money raised comes from subs, caps, Hunt Supporters' clubs (qv) point-to-point (qv), sales, hunt races etc.

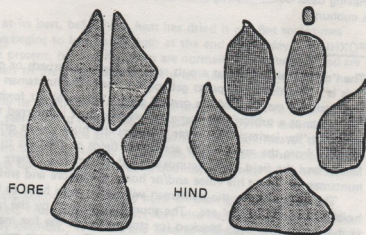
**The Huntsman** He 'hunts' the hounds and is responsible for their welfare and for the cleanliness of the kennels. He is usually a professional (i.e. paid wages) but sometimes the Master will 'hunt' the hounds, in which case the professional in charge is known as the Kennel Huntsman who will usually act as first Whipper-in. The Huntsman is assisted by

**The Whipper-in** who is his right-hand man. Some hunts have more than one; he may be a professional or an amateur (i.e. not paid wages). His job is to aid the huntsman, while hunting hounds, by keeping the pack together, collecting stray and straggling hounds, helping to sight the fox and keeping followers away from the hounds.

**Terrier Man** This unsavoury character will 'dig out', shoot or 'bolt' the fox when he has gone to ground using terriers. Terrier men are recognisable by their flat caps, landroves and leers! Many of them double-up as 'pest' controllers to urban authorities.

**Earth Stoppers** These men go out either at night or early in the morning and block all the earths while the fox is above ground going about his business. They may do the blocking with earth and humus, sticks and branches, plastic bags filled with stones, rabbit nets, wire mesh or oil drums. They may be paid by the hunt, or do it for the love of it.

**Fence-menders** This is a landrover-roving band of men employed by some hunts to make good all fences etc., ruined by crazy horse followers.



FOX TRACK (natural size)

**The mounted 'Field'** These are the hunt followers who pay their subs or 'cap' (money paid on the day), which varies from hunt to hunt, in order to have a good ride across the countryside. They rarely see a kill or the hounds 'working' as they are kept in strict control, either by the Master or a person known as the Field Master, who may be the Joint Master or an elected member of the Committee. 90% of the field are there for the social side of hunting and are more interested in whether Rodney knows that Cynthia is having an affair with Guv, than whether the hounds have killed a fox! The majority seem to care little for the technicalities of hunting and are most likely to come out with clichéd defences of hunting which they have learned parrot fashion. The field are kept well in the background while hounds are 'drawing' the 'covert' and it is not until the hounds are well on the scent that they are permitted to follow on. If it is a slow day - scent wise - the huntsman may come in for a great deal of criticism for 'not hunting his hounds properly' (!).

**The Foot-followers** As the name implies, these hardy folk will follow the hunt on foot. They may even form their own club. They come in all shapes, sizes and ages. The older ones are a mine of information about the hunt country and ways of the hunted fox. If you want to know where the hunt will be in half an hour they are the ones to ask. On every hunt there is at least one aged gentleman who can be seen stalwartly riding a sit-up-and-beg bike about the lanes.

**The Car Supporter** He can generally be placed into three classes -

**Mr. Thermos Flask:** He is out for a picnic with a difference. He can be seen leaning on his car, a thermos lid in one hand, a pair of binoculars in the other. His wife is usually passing sandwiches out of the window with a bored expression on her face and a travelling rug over her knees. He prefers to travel in convoy, following "holloas" rather than hounds. He thinks he knows all about hunting but is usually looking in the wrong direction.

**Mr. Bored:** He can be seen aimlessly driving about the lanes looking for the hunt (or possibly the infamous Guv!), but not putting a lot of effort into it. He is mildly surprised when he finds them. Don't be deceived by his accent, he swears like a trooper.

**Mr. Heavy:** He likes to travel in a gang, usually in a landrover. He is very boisterous. He prefers to attach himself to the Terrier man (he may be the Terrier Man!). He knows all about poor Mrs. Thingies' chickens being killed (the favourite number is usually 20), and he may come out with extraordinary statements like "foxes kill babies in prams", foxes kill cows" etc.

There are of course, exceptions to these, as every hunt has its own idiosyncratic followers and many hunts have the odd character in a three wheel motor or on an ancient motorbike or moped.

**Hunt Supporters Club** Most hunts have their own club, membership of which is made up of car and foot-followers of the hunt. They will organise fund-raising events (including terrier shows) in order to support the hunt. They will also help in erecting and supervising fences at the point-to-point. Many publish their own newsletters.

**Fixture List** The fixture list is drawn up before the season starts and is distributed to all subscribers. The hunt follows a similar agenda each season, but much relies on crop rotation and fox distribution. It's possible to work out approximate dates and venues from old fixture lists (hence the need to fill in hit reports when you are going out sabbings!).

**Point-to-Point** A greater part of the hunt revenue comes from these events. The programme is organised and run by the hunt, in conjunction with the Jockey Club, and entries come from riders both inside and outside the hunt. It is a one-day event, usually early summer. Most hunts have a permanent course which they may share with another to cut down costs (e.g. West Kent and Old Surrey & Burstow). The event takes place over brush hurdles. Beagle packs have been

known to organise human steeplechase courses for ebullient supporters.

**Hunt Ball** An end-of-season jamboree, where the hunt master may rub shoulders with the terrier man and an odd magistrate or chief inspector of police can be spotted. Hunt officials wear 'special occasion' hunt dress.

**Hound Parades** take place at local country shows and serve to show the public what nice boys they really are!

**Pony Clubs** are registered with the British Horse Society. Nearly every hunt country has its attendant pony club. Sometimes hunts will arrange a special meet for the children belonging to these clubs, who are ripe for indoctrination. There are some pony clubs who do not have anything to do with hunting.

Having described those involved either officially or as spectators we will describe the procedure on a foxhunt and also a cubhunt.

## FOXHUNT

The "meet" takes place at a pub, village green, crossroads or other suitable and easily accessible point, usually at 11.00 am. This is where the participants get together with the huntsman and the hounds. Much is made of this public appearance and this is all the majority of the general public knows about foxhunting — the pleasant, sociable aspect. The meet may also take place at a subscriber's home, in which case it is referred to as a "lawn meet". The hunt may also meet in other hunt countries "by invitation". After the meet the hunt moves off to the first "covert" to be "drawn", which may be some distance from the meet, either across the fields or adjacent to the road. Huntsman and hounds lead, followed by the Master and the field. The hounds are put into covert (where the earths may have been blocked) and encouraged by the huntsman, by using his voice and/or horn, to explore and sniff out their fox (usually drawing with the wind at their backs).

The cries used by the huntsman will differ from hunt to hunt but are generally based on such utterances as 'covert—hoick', 'forrard', 'leu-in' etc. The sounds employed by the huntsman may have the dual purpose of getting foxes moving. If the earths have been blocked (or stopped) then the fox may be lying up under a handy bush. (Foxes only use earths in moments of danger or when raising young). The hounds may find a scent a few minutes old or one that has been left by a fox half an hour before. The whippers-in (or whips) will position themselves on the edge of the covert in order to signal to the huntsman when a fox is seen to leave, or the point that hounds exit. The field will be drawn up on the side of the covert the hunt do not wish the fox to run, e.g. towards a main road. The members of the field and any foot follower will also keep a look out. When the fox is sighted the viewer may cry 'gone away' or give a "holloa" and indicate the direction the fox took with extended arm. A hat or white hanky may be held in the hand.

Once the hounds are on a scent and are away out of the covert, the huntsman signals to the Master, using his horn, and the field gallops on after. Some hounds "speak", i.e. yelp in a manner peculiar to hounds, when they find the scent, some hounds hunt silently. If the pack loses the scent ("checks"), the huntsman will "cast" them in a wide arc hoping to pick it up again. Often the scent of two foxes will cross and it is up to the huntsman to decide which is the hunted fox. Assuming they pick up the lost scent, the hounds will continue to hunt that fox until they either tire him and can overwhelm and kill him: "run him to ground"; lose his scent once and for all; or if the fox enters another hunt's country he will usually "be given best". The hunt may cover up to and over ten miles chasing one fox — not necessarily in a straight line — this may take several hours.

It must be remembered that hunts like to kill their quarry above ground — they generously believe that it is more sporting — but the quick, clean death of the fox, so joyfully spread by the hunting fraternity is, in the majority of cases a fallacy. They will say that a fox is always killed by hounds with a quick nip on the back of the neck thus severing the spinal cord. He may finally die this way, but it is likely that he will suffer multiple agonising injuries before the final 'nip' is given. It is probable that some foxes die by being ripped apart. H.S.A. members have recovered foxes, which, although their innards have been torn out, appear to have no sign of that fatal nip. When the fox is finally cornered by the hounds above ground, the huntsman, if he is on the scene, will encourage the hounds by voice thus, 'tear 'im and eat 'im' and similar ejaculations. The horn will also be blown for the kill.

If the fox goes to ground and they decide to dig him out, the terrier men are called in and the following methods are used. Making sure that all escape routes from the earth except one, are blocked, a terrier will be encouraged into the earth to locate the fox and keep him holed up. The terrier man listens for the confrontation. When the position of the two animals has been ascertained, the earth will be dug out and the terrier removed, they will then carry on digging until the fox is reached and its head and shoulders are exposed. It will then be killed either with a blow to the head with a spade or crop, or, more commonly, a humane killer is fired at point-blank range at the head. After removing trophies, i.e. mask (head), brush (tail), pads (feet), the remains will be thrown to the hounds to worry or to eat (if they are still on the scene). Alternatively, the terrier will be entered in one hole and another is strung with a rabbit net, the purpose being to bolt the fox into the net and despatch him. Sometimes, if the earth is a large one (a badger's sett) consisting of several runs and chambers, or the ground is too hard or full of roots, digging out is not always possible and the fox will be left. Often terriers will get trapped and have to be rescued or they will get attacked by a badger resident in the earth. The digging out of a fox may take some time and the hunt don't usually wait for the outcome. Sometimes the earth will be stopped with the fox inside and the terrier man will return later in the day to dig out. If the fox goes to ground too quickly it is more likely that they will bolt him, again using the terrier, and continue the hunt after giving him "law" (i.e. a fair chance to run before hounds are laid on). Bolting is common amongst the fell packs.

Hunting takes place in all weathers unless there is a risk of injury to the horses (e.g. very hard ground) and will pack up as dusk falls.



# Cubhunt

The object of cubhunting is

- to train young foxhounds in pack work; to follow the older hounds; obey horn and call of the huntsman; to familiarise themselves with fox-scent so they don't riot; to give them a taste of fox blood
- to disperse foxcubs over a wider area (especially from coverts that can't be visited in the main season due to their position near roads, railways and other hazardous places) so there will be fox in most coverts to provide better sport; to persuade cubs that safety lies not in going to ground but in fleeing across country - thus providing good runs.
- to reduce fox numbers.

Cubhunting takes place in the early morning when the scent is at its best, before the heat has dried it up. But sometimes the more popular evening meets are held, taking place as the sun begins to lose its strength at the end of the day.

As with the foxhunt the huntsman, hounds and whippers-in are present, but the followers are normally much reduced and are invited by the Master to attend. Hounds will go straight from the kennels to the covert and the field will usually wear ordinary hacking gear.

**Late July, August and September** On arrival, followers will be positioned round the perimeter in order to keep the cubs (and the hounds) in the wood - called "holding-up". If a cub is seen exiting he will be frightened back by the mounted followers slapping their saddles with their crops. The idea is to keep both cubs and hounds in the close confines of the wood so that the young hounds will learn to hunt in thick covert where they have to use their noses, and to listen and follow the cries of the 'old hounds'. It is not unusual for cubs to be dug out and given to young hounds, at the earth, to worry, thus giving them a taste of blood.

**October** Runs in the open will be encouraged so that young hounds can learn to hunt on the right line, to see the fox and know what he looks like, therefore earths may be blocked. (Runs outside covert may also happen in earlier months when the wood has become foiled with blood or over-run by hounds). It is also the time to disperse the cubs. The cubs will be between four and seven months old, having been born between the end of January and the beginning of May (although cubs have been known to be born in every month of the year). By the time foxhunting starts, they will be almost fully grown and also by this time they will know that the sound of the horn is the signal to leave covert and run.

## HUNTING TERMS

CAP	A donation on the day of the meet towards the upkeep of the hounds, or may be a special collection for broken fences, B.F.S.S. etc.
RIOT	of hounds; to chase after animals other than the hunted one, e.g. hares, deer, birds, cats.
HUNT COUNTRY	Each hunt has its own defined territory: regulated by the M.F.H.A. If the hunted fox crosses into another hunt's country, the hounds may be taken off the scent and the fox allowed to escape.
DRAWING	The act of encouraging the hounds through the wood to search for the quarry.
COVERT	Pronounced 'cover' generally used to describe a wood but also encompasses copse, thicket, hedge where a fox may lie for shelter. Kale fields are especially favoured.
HOLLOA	Pronounced 'holler', a loud high pitched screaming shout, often accompanied by a cap-holding arm, to point out the direction taken by the quarry.
CHECK	of hounds, to stop and sniff about for the scent.
RUN TO GROUND	of hounds, to chase the fox into an earth which may be the enlarged home of a rabbit, or a badger sett. Or can be applied to a man-made drain.
GONE TO GROUND	of a fox, to take refuge in one of the above.
BREAK UP	To eat the fox.
DRAW A BLANK	Draw a covert without finding a fox.
HUNTING PINK	'Pink' or red coats are only worn by hunt officials and those persons who have received the coveted 'hunt button' from the Master. Women do not normally wear red coats but may sport a different coloured collar.
B.F.S.S.	British Field Sports Society - the hunters equivalent of The League Against Cruel Sports.
POINT	of hounds (e.g. 12 mile point) - the distance run by hounds on the scent of a fox before checking.
GIVEN BEST	of a fox, to let it go, possibly to be hunted another day.

**General observations** When describing the death of a fox, the word 'kill' is not normally used. The usual euphemisms are 'bowled or rolled over', 'accounted for', brought to book', 'punished', 'dealt with'. The fox is usually termed 'Charles James' or 'Charlie' (after the statesman Charles James Fox); Todd/Mr. Todd (in Wales and Scotland) the Pilot. According to the way it runs, it is referred to as a 'straight-necked' or 'crook-necked' fox (self explanatory). An adult fox usually weighs 14½ lbs, although weights of up to 23 lbs have been recorded. A fox can foil his scent by running through manure, flock of sheep or herd of cows, rolling in mint, crossing the path of another fox, crossing a stream and other such methods of outpacing the pursuers. As in all hunts, the longer the chase, the better the hunt - the kill is less important. A red ribbon round a horse's tail indicates that the horse kicks. A rider wearing a green sash over the shoulder indicates an appointed gate shutter.



#### FOX HUNT TACTICS

Many Masters of Foxhounds have previously been associated with beagles. Likewise much of the thinking surrounding the sabotage of a foxhunt can be related to the sabotage of beagling. Of course the behaviour of the quarry is somewhat different, as is the pace and distance covered. Nevertheless it is useful to look at the similarities and the differences in the four areas which have been defined as rules.

#### THE GENERAL SCENTING RULES NO. 1-5 AS FOUND IN THE BEAGLING SECTION STILL STAND

##### SCENTING RULES — FOX

1. Scent comes from various glands over the foxes body.
2. As the fox tires the scent weakens.
3. Fox scent is pungent and musty and is easily recognisable by humans.

#### THE GENERAL HUNTSMANS RULES AS FOUND IN THE BEAGLING SECTION STILL STAND.

##### HUNTSMANS RULES — FOX HUNTING

1. To encourage the hounds to hunt in the covert, the huntsman will use his voice.
2. The huntsman will rely much more on the whippers-in to give him a sighting of the fox than is the case in beagling/hare hunting.
3. The huntsman will use horn calls in much the same way as in beagling. A tape of the horn calls and their meanings is available from H.S.A. sales goods.
4. Supporters will holloa when a fox is sighted to assist the huntsman to find the line, (to indicate a fox crossing the road, the supporters will shout 'Tally-ho over').

##### QUARRY RULES — FOX

1. Foxes, like hares, will run the same line, but not with the same consistency as hares.
2. Foxes will lie up in hedgerows and kale fields.
3. Foxes tend to run downwind when they are being hunted.
4. It is harder to get a fox to move in cold windy weather.
5. Foxes will cross major obstacles such as rivers, railways and busy roads as opposed to hares.
6. When tired, a fox will attempt to go to ground.

##### HOUND RULES — FOX HOUNDS

1. Fox hounds vary from 22" to 25" at the shoulder.
2. The hounds are bred for stamina and scenting ability, not speed.
3. The terrain to be hunted will govern the breeding. What is required is the optimum balance between stamina and scenting ability.
4. After a kill, fox hounds can hunt onto a fresh fox immediately without difficulty.

##### SAB TACTICS BEFORE THE MEET

A lot can be done to sabotage a fox hunt before it meets. To do this effectively, bear the following things in mind.

1. A good working knowledge of the local hunt is necessary. Collect information from past hunting reports, hit reports etc.
2. Familiarisation with the area, the coverts to be drawn and positions of earths is particularly useful.
3. If pre-meeting, an early start to allow two to three hours before the meet is essential.

##### PRE-MEETING

Pre-meet spraying coverts with antimate or garlic can cover scent. Spraying should be conducted at hound head height, with particular emphasis on gateways and bridleways. This will negate an area for scenting purposes but may not be enough to save the fox. If pre-meet spraying is used, it is strongly recommended that pre-beating takes place at the same time, because with spraying alone, the fox may still be in the covert. Pre-beating should be very organised and may take time to perfect. To carry out pre-beating form a line at the up-wind end of the covert and walk through the wood using whistles, horns and hunting calls in an imitation of the hunt. The line should beat right to the very end of the covert, as foxes are often loathe to leave. Care should be taken to keep the beating line straight. The area to be hunted should be beaten systematically in this fashion, covert after covert away from the meet. If only a small number of sabs are available, Rook scarers could be used to flush the woods. If timed to go off up until the time of the hunt they will ensure that flushed animals will not return. You must make sure that the rookies are set well above head height in evergreen trees (to avoid fire risk) and away from footpaths and bridleways.

Alternatively in large woods you might try block spraying which involves spraying sections of the wood so that if hounds pick up the scent of a fox and the fox goes through a sprayed area the hounds will check and can then be called by the hunting horn or voice. A more complex method of spraying is for sabs to collect in the centre of the wood and walk out in different directions spraying as they go. One sab then sprays into the wood all around the perimeter. A good spray used thus could well save a fox and has the added advantage of requiring fewer sabs than the normal pre-beating tactic.

#### FALSE TRAILS

Find a suitable substance that hounds will follow (the best are mentioned under materials on page 2). Remember that roads and dry ground will not hold the scent. Soak a large rag in the trailing substance then tie it to a string and trail it in the manner described below. Do not allow the rag to dry out.

The idea is to simulate a fox, making a huntsman believe that he has found a scent. To do this, you must bear in mind the quarry rules and trail the line with the wind. Start at one end of the covert and work with the wind through the covert and then a considerable distance beyond. The longer the trail, the more time is consumed by the hunt on a false run. It is possible to make a covert or wood a safe zone by trailing two or three separate lines through each. The advantage of this is that you can cover more area quickly. If during the course of the day the hounds pick up a false trail you should encourage them to hunt it, then leave them alone.

#### USEFUL HINTS — BEFORE THE MEET

1. Search for blocked earths. If these are in soft soil they are often best left blocked - the hunt will dig out foxes from small easily dug earths. If the soil is hard or frozen or full of roots or the earth is a big warren it can be safely unblocked. Make a note of the earths for your future reference.
2. Secure gates in the area (this will cause the hunt considerable inconvenience and delay).
3. In doubtful weather conditions, ring papers and tell them that the hunt has been cancelled (this has to be done on a Thursday or a Friday). This can lose the hunt some supporters and can create confusion.

#### SAB TACTICS — AT THE MEET — HINTS

1. If you have contacted the press, hold a banner demo. Otherwise, it is better to act as followers, mingling with and chatting to supporters. This way you can find out where the hunt are likely to be going. If you are known to the hunt stay clear of the meet, perhaps have one person there.
2. Spray your hand with Antimate and pat the dogs, rubbing it into their coats. The hounds are very friendly, and never vicious, and they loved to be made a fuss of.
3. If several sabs are present, split forces and cover all the roads leading away from the meet. As the hounds move off, spray the road side with Antimate, etc. N.B. Never spray the hounds directly, always spray well in front of them, out of sight of the supporters if possible.
4. When acting as a supporter, remember to remove identity badges and use the correct terminology (e.g. 'hounds' not 'dogs', and 'Charlie' not 'the fox', also 'riding to hounds' and not 'with hounds').
5. Have your cars and vehicles ready to move off quickly or you may get stuck amongst the hunt supporters.

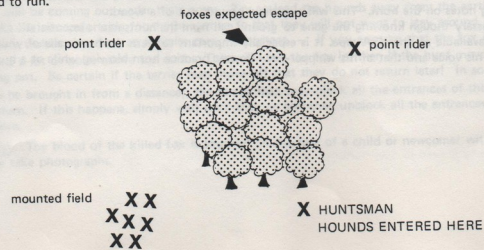
#### SAB TACTICS — DURING THE HUNT

If pre-meet tactics have gone well, sabotage tactics during the hunt can be minimised, thus reducing confrontation and aggravation. It is important to remember not to attempt to call hounds out of pre-beaten woods, as it is to the sabs advantage to leave hounds in as long as possible.

As in beagling, there are two parts to the hunt: Part 1 concerns the finding of the quarry. Part 2 concerns the tracking and killing of the quarry.

#### DEALING WITH PART 1 — THE SEARCH

The principles of drawing for a fox are generally similar to those found in hare hunting, that is, to cast the hounds. From the meet the hunt will make its way to the first draw (usually a wood but it can be an area of scrub or even a hedgerow). The huntsman will position point riders (usually the whippers - in but sometimes a trusted member of the field) at a point where they will be able to view the fox as it makes its escape. The hounds will then be put into the wood and encouraged with horn and voice to cast themselves through it in search of a fox. The mounted field are positioned where the fox is not wanted or expected to run.





When the fox is seen leaving the covert the point rider or any other observer allows it unimpeded escape and then gives out a "holloa" to announce its departure and indicates its line with a raised handkerchief or cap pointing in that direction.

If the hounds are not already following the fox the huntsman will encourage them with horn or voice to answer the holloa and find the scent. If all goes well they will follow the scent to the conclusion of the hunt. If, however, they lose the fox the procedure will be repeated, either in the same or a different wood. The positioning of sabs is of the utmost importance. When hounds are drawing try to call them out of the covert by using horn or voice from behind or the side. If possible try to call them back into an area which has already been drawn. On no account call them forward or make any noise at the down-wind end of the covert which is being drawn, or you may head the fox back into the hounds. In large woodland it is helpful to listen for the direction in which the huntsman is drawing the pack. Usually during the course of the day a fox will be put up, you must employ the part 2 tactics, remembering that far greater distances may be covered than in beagling, and a degree of mobility may be essential.

#### DEALING WITH PART 2 - THE CHASE

Once on the line of a fox the hunt itself may last anything from a few minutes to a few hours depending on the strength and skill of the fox, the skill and speed of the hounds and their huntsman, the efficiency of the earth-stopper, the nature of the terrain and most importantly the scenting conditions.

If the scenting conditions are favourable the hounds should hold the line of the fox where-ever it goes, if not the hunt will be slow and the hounds may lose the scent (or check as hunters call it), many times before they finally lose or kill the fox. If the hounds check the huntsman will cast his hounds in an arc around the point at which they lost the scent until they refind it or until he is certain that nothing more will be made of it.

The fox will eventually either be killed by the hounds, go to ground or escape and be given best. Hunts prefer a long chase followed by a kill on top, rather than a quick kill or a short chase followed by a long dig out.

If you are situated down-wind from the hunt you are well positioned to intercept **ONCE THE FOX HAS PASSED. NEVER RUSH IN IF YOU ARE UNSURE OF THE WHEREABOUTS OF THE QUARRY. WAIT THEN ACT DECISIVELY.**

If the fox is seen, spray Antimate behind it but out of sight of the hunt if possible. As scent will drift, spray a wide area behind the hunted animal, not just directly behind it. Spray into the air about 18" above ground level as well as on the ground itself, as scent is windborn. (If extra sabs are available it can be useful for them to act as decoys and to be seen spraying areas where the fox has not been, in order to mislead the huntsman. Some huntsmen familiar with the sab tactics, will cast the hounds forward of where the sabs have been spraying).

When hounds come up, try to stop them by rating, i.e. shouting or using air horns in the same way as in beagling. If hounds break up or start hunting in a different direction, encourage them along a false line by using hunting calls. If fox and hounds disappear into the distance try to get mobile and reach a point where you can intervene again. If the hounds lose the line of their hunted fox, they will then do a natural cast (i.e. on their own without the huntsmans aid); It is important for sabs to use this opportunity to try to gain control and to call them as far away as possible, but never call them from in front. If the huntsman regains control of the hounds he will do one of two things either a) move forward to try to find the line again by casting the hounds, in which case make as much noise as possible to distract the hounds, or b) he will collect the hounds and go to another area to start hunting again, in which case the cycle begins again and so you must resort to part 1 tactics.

#### HORN BLOWING

Horn blowing and calling the hounds is the most effective tactic to use. It is essential that you become proficient in both. The proper use of both will lead to the splitting of the pack and hopefully the taking away of the hounds altogether. To take the pack one person only should blow and call, thereby imitating the huntsman. To split the pack two hornblowers should operate at either side of the hounds.

When the huntsman is with his hounds, it will be almost impossible (depending on how good the huntsman is) to take the hounds away. The times to attempt it are when the huntsman is a distance from the pack and particularly when the hounds are actually hunting.

There are many calls the huntsman will use but basically saboteurs only need to know two or three. The most important is blowing staccato notes on the horn. This excites the hounds and will encourage them over to you. This sound is made by keeping the lips tightly together while darting the tongue between them, as if spitting paper from your lips. Interspersed with this call you should give a high pitched 'hoick' noise two or three times. This is made from the back of the throat.

To slow the pack down, blow long notes on the horn. This will also draw hounds out of a wood. No other horn calls are really necessary though knowing the gone to ground call from the huntsman is essential. These calls by horn and voice are available on the HSA tape. It is especially important to learn the horn calls of your own huntsman and to imitate his calls, his voice and that of his whipper-in. Do not practice horn blowing while at a hunt.



## DURING THE HUNT — HINTS

1. Pretend that you have seen a fox and 'holloa' (a sort of loud, high-pitched 'woooo' yell). This will often bring the hunt and/or the hounds over. Then you have to either 'disappear', or misdirect the hunt. NB. See 'Warning' number 1.
2. If you can't blow a horn, try calling the hounds to you with a sharp 'Yut', 'Yut — Yut', 'Try' 'C'mon' 'Yut, 'Yut — Yut'. There will be many local variations, so it is best to listen to the master's calls. A full interpretation of huntsmen's spoken calls is obtainable from the Tactics Officer, P.O. Box 19, East Dulwich, London, S.E.22, 9LR.
3. Hunts often lose hounds. If you see a stray one, take it to the local police station. Allowing a dog to stray onto a road is an offence.
4. Spray the far side of the hedge or any obstacle rather than the nearside if the fox goes through a gap. (In this way if the hounds check, the huntsman is more likely to try casting on the nearside to relocate the scent).
5. If the hunt draw a covert with a road, railway, river or other obstacle at one end, they will enter the hounds at this end and flush away from the obstacle. Position yourself accordingly at the far end (do not block the foxes escape routes). If the fox breaks cover try to intercede between the fox and the hounds. Use sprays, horn and whistles. Try to call the hounds up.
6. Don't let the hunt get away while you argue with the supporters, or police. Always try to stick with the hounds and not the field (mounted followers).
7. Keep your O.S. maps with you — they can be invaluable if you get lost and can give an indication of where the hunt is likely to go (they try to avoid main roads and railways). O.S. maps also show footpaths.
8. Ideally it is best to have sabs in the field, plus sabs in cars so that the hit can proceed on various fronts. Also the mobile sabs will sometimes be in a position to move everyone on to a better position.
9. It is quite possible for just two or three people to successfully sabotage a hunt and save lives using the above tactics.

Good books to read on this subject are:

Fox Hounds	By	Daphne Moore
Fox Hunting	By	J.N.P. Watson

## SITUATIONS YOU MAY ENCOUNTER AT A FOX HUNT

Digging Out If a fox goes to earth, the hunt may call up its terrier man to dig the fox out and kill it. The hounds may be moved on to continue hunting while this is taking place. If you feel you have a chance to save the fox that has gone to earth, do not follow on with the hounds, but take the following action; Sit in all of the open tunnels and refuse to move. If the fox has gone to earth near a public road or footpath, try to get passersby to stop, and explain to them what is happening (the hunt are very touchy about killing foxes in public view), if within fifty yards of a public right of way, the hunt should technically not be allowed to use the humane killer. Try to find out if the owner of the land has given permission for the dig-out (some land owners will allow open hunting, but not digging out).

If you come across a digging out after it has started, you will notice that the terrier man will have put one or possibly two terriers into the earth at one tunnel, and he will have blocked the rest so that the fox cannot escape. He will then dig down to where he can hear the terrier barking, (this will be just in front of the fox). In this situation, search around for the blocked tunnels and open them by hand. Also make a lot of noise so that he cannot tell where the terrier is. Remember that in all events he will not give up without retrieving his terrier, so you may have to remain at the earth for several hours, but the longer he is delayed the more chance that he will not complete the dig out.

This is of course, a potentially violent situation, and many terrier men are rural hooligans, so a good number of sabs are needed for most of the above tactics. If there are only a few of you, try to get the landowner to stop the digging out, or as stated above involve members of the public, newsmen or anyone with a camera.

Remember as it is illegal to dig badgers out it may just be possible to stop them, should the fox go to earth in a badger sett. This should be borne in mind if arguing with the landowner or police, on the validity of the dig-out. If the hunt block badger sets before hunting commences, try to take photographs then unblock them. Local Nature groups will probably assist in preventing these setts from being blocked again.

Bolting Similar to digging out but in this case the hounds and the huntsmen will remain a short distance from the earth and the earth will not be blocked up. Terriers will be inserted to flush the fox from the earth and as he comes out the terrier man will shout "gone away" or something very similar. This is the signal for the hounds to be put onto the fox again. In this case, once again the most successful tactic would be to sit on the earth tunnels to prevent the insertion of the terriers. Failing this, when the fox goes away, use horns and calling to try and hold the hounds. This is very difficult as often the fox will be coming out under their noses. Try to lead the hounds away from the earth while the fox is being bolted, and make life uncomfortable for the huntsmen so that they will not want to stay around. Once again this is a potentially violent situation, so exercise care. Important — If you are sure that the fox is to be bolted, stamp the earth and make a lot of noise above the earth. This will keep the fox in, then if the hunt move off, tactics proceed as for a digging out. Be certain if the terrier men move off that they do not return later! In some cases (for instance if terriers need to be brought in from a distance), the terrier men may block all the entrances of the earth to keep the fox in until they return. If this happens, simply wait until they go and then unblock all the entrances as quietly as possible and then leave.

Blooding The blood of the killed fox is smeared on the face of a child or newcomer witnessing their first kill. If possible take photographs.

**Bagged Fox** Although when they may happen when the hounds have not killed for some time. A live fox is 'acquired' and released from a bag or box in a field close to the hounds. A normal hunt will then ensue, but of course the fox will be at a distinct disadvantage and very disorientated. This practice is against the Masters of Foxhounds guidelines and thus any strangers are likely to be precluded from this event. A photograph of this happening would have serious repercussions for foxhunting. One report of a bagged fox involved the North Cornwall Hunt. If you should see this happen, contact Headquarters immediately, inform local press and the national press. Steps would be taken by H.Q. to bring charges against the hunt concerned before the Masters of Foxhounds Association, with a view to their suspension (naturally the bastards would stick together, but this would be an instance where maximum publicity and pressure would bring some dividends).

#### CUB HUNT TACTICS

Most hunt's know exactly which woods harbour litters of fox-cubs. Coverts are owned by hunt supporters and are often carefully protected by their owners so that by the time that the cub-hunting season starts the hunt has all the information it needs to decide which woods to hunt and of course plenty of young foxes to kill. Since foxes tend to breed in the same coverts from generation to generation you should keep records of which woods are hunted during cubbing and use this information to advantage in future years. Pre-meet work is vital during cub-hunting.

The most effective means of sabbing a cub hunt is by using pre-spraying methods before the hunt meets — refer to tactics already mentioned for pre-meeting fox hunts. Sabs should bear in mind two problems at this time of year, a) the density of the coverts (Blind coverts) and b) the time in the morning that cubbing takes place. For pre-beating, rookies can be especially useful as they remain effective during the course of the hunt.

In early season cubbing it is important to try horn blowing and calling to confuse the new and inexperienced hounds, try to vie with the huntsman for control (a pack which riots easily will be difficult for the huntsman to control in the coming season). If the hunt enter a covert that has not been pre-sprayed, it is essential to call them out by horn or voice from different directions.

False trails (see page 2 No.2 under the Materials Section) can also be used, they should be laid so that the false trail comes straight out of the wood. If a few hounds appear to be interested in it they should be encouraged by the sabs to hunt the trail, (doubling the horn is the best tactic to do this). This tactic (trail laying) should be done early in the season when the coverts are being held up and the huntsman is more interested in teaching his young hounds to kill rather than to hunt a foxes line. Later in the season when hounds are being trained to hunt a line sabs should stop the chases at the first opportunity.

For late Autumn cubbing adopt tactics as for fox hunting.

It should be noted that there is reduced advertising of meets during the cubbing season, as its function is not necessarily to provide 'sport' for subscribers in the short term. (The long term functions are 1) to spread cubs over a wide area during the late autumn cubbing so that there is less chance of a blank day, 2) encourages cubs to run from the coverts rather than go to earth and 3) to teach young hounds to kill).

Some hunts conduct cub hunting in early evening and all hunts when cubbing will hunt more often during the week, anything from three to six days. Sabs waiting in a prominent position outside the kennels have been known to dissuade some hunts from cubbing.

## STAG & DEER HUNTING

No of packs in England : 4 (None in Scotland or Wales)  
Ireland : 2 (There are still carted, not wild deer)

Seasons : Red Stag, Sika Stag, Fallow Buck :  
 August 1st — April 30th  
 Red Hind, Sika Hind, Fallow Doe, Red Doe :  
 November 1st — February 28th

Usual start : 11.00 am.



RED DEER STAG (mature)

Three packs hunt the Red Deer - Devon & Somerset Stag Hounds, Quantock Stag Hounds, Tiverton Stag Hounds, and one pack hunts the Fallow - New Forest Buckhounds. The procedure is roughly the same for both, any deviations will be noted in the text.

Hounds A larger type of foxhound is used in deer hunting, in fact foxhounds were originally bred to hunt deer. The pack may consist of up to 35 hounds.

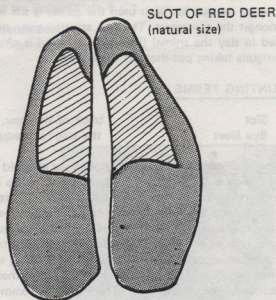


## Officials and Hunt Servants

The Master, Huntsman and Whipper-in perform the same functions as in fox hunt. A man complete with shotgun is in attendance.

The mounted field is the same size as in foxhunting but as many as 300 - 400 car supporters may try to follow the hunt by road and track; those in landrovers having better luck in maintaining contact with the hunt. This large amount of followers have a tendency to block the roads in the area and many come for miles to see the 'spectacle'.

**The Harbours** This man's job is to select a "warrantable" stag (i.e. five years or over) for the hunt. The day before the hunt he goes round the area of the meet checking on suitable stags, both by talking to people and looking for signs (e.g. size of slot etc). On the morning of the hunt, before dawn, he will re-visit the area of the chosen stag to make sure he is settled. (Once a stag has chosen a suitable "couch" or harbour he will remain there for the rest of the day, unless disturbed). At the meet, the harbours will inform the Master as to the whereabouts of the quarry, its size and condition. Naturally it will be selected to give a good hunt. An unharboured stag is sometimes hunted when the first one is killed early or escapes. Hinds are never harboured, as in winter the undergrowth is less dense and they tend to herd together. The Buckhounds do not employ a harbours, but a number of Beat-Keepers who perform essentially the same function.



SLOT OF RED DEER  
(natural size)

**The Hunt** The meet may be at a pub or more usually at a cross roads or other land-mark on the open land. The names of the meets are very evocative - Aldermans Barrow, Dead Woman's Ditch, Kissings Gates etc. The Buck hounds will meet in the Forest in which case the meet may only be a named clearing.

The pack is taken to a point near the resting place of the animal to be hunted and usually held up in nearby farm-buildings or the hound vehicle. Meanwhile four or five couples of "steady" hounds (those who can be relied upon to keep to the scent and not "riot") called "Tufters" will, with the aid of the huntsman, flush out the deer from its harbour. (In the New Forest the pack is held up while the "tufters" and huntsman seek out a suitable buck). When hunting hinds, half the pack is used to cut a hind from the rest of her companions and, when running, the rest of the pack is laid on.



RED DEER HIND (mature)

The whipper-in will station himself at the likeliest point the stag will break cover and when the deer has been separated and is running on a direct line into the open, the huntsman returns for the rest of the pack, while the whipper-in holds the tufters, and then the whole pack is laid on and the hunt proper begins.

The initial stage may take some time. The hunted deer will try to escape the hounds by driving other deer from their resting places and lying down itself, but the huntsman will direct his hounds onto the selected deer and keep it running. Galloping across the moor or through woodland, it will leap fences and streams in an effort to get away, and on occasion has been known to head for farm dwellings, towns and even the sea in order to escape. However it is not safe anywhere. Hunts have been known to row out to sea or venture into the urban scene in order to kill the animal. It is certain that most of the field and car supporters will never see the death of the unfortunate animal.



FALLOW BUCK



Deer will invariably head for water and the huntsman will have to cast hounds, keeping an eye out for the "slots" on some mud, or recently-splashed rocks. The deer may find refuge in thick gorse, which the hounds do not favour.

Eventually the superior stamina of the hounds will tell and the exhausted animal will turn and face the hounds (known as "standing at bay" or, referring to the hounds, "bringing to bay"). We are told that the hounds will merely keep the deer "at bay" by snapping and baying at it until the despatcher arrives and uses his gun at point-blank range. However, it has been known for the hounds to pile on the deer and, hanging onto its rear quarters, bring it to the ground. It has also been swimming for its life with hounds swimming after it trying to get a grip.

After the gun has been used the throat is slit to bleed the meat and whilst still warm the liver is removed and divided amongst the spectators. The feet are also given out as souvenirs. It has been said that on occasion only a knife has been used to slay the animal (in France a sword is plunged into the heart) and other reports have been heard of 'cowboys' with shotguns taking pot-shots at the animal.

#### HUNTING TERMS

Slot	track of the deer.
Bye Meet	the stag hunt equivalent to cubhunting (early July - mid August)

General Observations Even though we are told that if it were not for deer hunting, man's hand would be against the deer, the Devon & Somerset admit that deer drives to standing guns, held at the end of season, is the only way to control the excess numbers! It is said that farmers will suffer the 'ravages' of deer because they can claim compensation from the hunt for damage done to crops; receive joints of expensive venison and perhaps the antlers from deer killed on their land; because they enjoy following the hunt. The H.S.A. does not condone the culling of stags or deer but on Forestry Commission land and in parks such as Windsor and Richmond, specially trained Forest Rangers are used to cull the deer with high velocity rifles, and in the vast moorland tracts of Scotland stalking with high velocity rifles is the rule (although this is usually done on a commercial basis). However, we are told that these methods are not practical in the West Country, which offer parallel situations, because of the tourist trade. The Forestry Commission also operate: in the New Forest and cull approx. 1/3rd of the herd - hunting probably only accounts for a very small percentage. The practice of using "carted" deer (ones that are released for the hunt and then captured at the end of the chase to be used the next week) is no longer permitted except in Ireland.

#### STAG AND DEER HUNT TACTICS

Stag hunting on Exmoor during the stag hunting (not hind hunting) season, differs from others forms of hunting, in that a particular animal is selected prior to the hunt by a harbourer. The harbourer will indicate to the master where the stag is to be found on the morning of the hunt. Hinds are not harboured and are hunted by the casting scent methods as employed in fox hunting. Un-harboured stags will also be hunted on occasion.

#### SAB TACTICS

The best method of sabotage (in fact the only one of merit), is to flush the woods in the area of the hunt on the night before. This should be done between midnight and seven in the morning. If the harboured deer has been scared off and all the other deer in the area are 'jumpy', then it will take the hunt quite a time to find a deer that is worth hunting and by the time they do, it is too late in the day. In the winter months, because it gets dark very early on the moors, hounds will be called off about 4 - 5 pm, (as a rule), and the deer will have a good chance to get away, however if a stag is put up, try to proceed in the same way as sabbing a fox hunt, but remember because of the terrain it is virtually impossible to select a good position to intercept. Hunted stags are known to seek refuge in towns or by swimming into reservoirs or out to sea. In these instances alert the press immediately and try to draw the public's attention to what is happening.

#### FLUSHING THE WOODS

(This method makes the harbourer's job very difficult and denies the hunt an easy find. When eventually a deer is found, the time can be quite late in the day (1 - 2 pm.) and the hunted animal has a good chance of outrunning the pack of hounds).

The night before a meet, the woods within a 2 - 3 mile radius of the meet can be systematically cleared of deer. This is done by stringing rook scarers at regular intervals and using whatever other means of noise making are at hand.

To obtain the best results, four teams of two each, are required to work from the centre of the woods outwards. This is the best way of disrupting a stag hunt, although the drawbacks include:

1. The number of saboteurs required (8) for a successful operation. Though it is possible for two or three sabs who know what they are doing to prove quite disruptive.
2. Can be very expensive, considering the numbers of rook scarers needed.
3. The noise is apt to awaken the local population (and the police).

If the hunt go into a wood that you have flushed, do not encourage the hounds to leave.

It is essential for work on the moors, (especially at night) to wear sturdy boots and warm clothing, preferably clothes that blend well with the surroundings. Reliable transport is also a definite pre-requisite, for if you break down, as often as not, you are on your own.

Also of equal importance, for night work, is a good working knowledge of the area, for Exmoor in mid-winter is no place to be lost in.

**CAUTION** Never venture alone at night, for if you are injured and this can happen very easily, you could remain for days before being found. There is also the threat of a clash with deer poachers, for this type of vermin infest all the stag hunting areas

**Essential reading:**

Field Guide to British Deer	Edited by F.J.Taylor Page.	Published by The British Deer Society.
Exmoor	By S.H. Burton	Published by Robert Hale & Co.
Portrait Of The New Forest	By Brian Vesey-Fitzgerald.	Published by Robert Hale & Co.
Portrait Of The Quantocks	By Vincent Waite	Published by Robert Hale & Co.

Ordnance Survey Maps. 1:50 000 First Series. Sheet 180 Barnstaple and Ilfracombe.  
 Sheet 181 Minehead & Brendon Hills. Sheet 182 Weston—Super—Mare & Bridgewater.  
 Sheet 191 Okehampton & North Dartmoor. Sheet 192 Exeter & Sidmouth.  
 Sheet 193 Taunton & Lyme Regis. O/S New Forest Touring Map.

## MINK HUNTING

The joint effects of the decline in the otter population in the sixties and the rising costs in maintaining otter packs meant that many hunts had to sell hounds and stop hunting. These hunts then became clubs, still with subscribers, but inviting others to hunt their rivers.

The situation before the otter became a protected animal in 1978 in England & Wales was thus:

No of packs in England, Scotland and Wales: 17  
9 being hunt clubs  
Ireland: 3

However, most hunts who were previously active have turned their attentions to mink  
 The situation now stands:

No of packs 4  
Otterhunts in Ireland  
Mink hunts in England and Wales At least 20 and growing

In 1980, the mink packs were recognised by the British Field Sports Society, and they formed their own association. Mink packs which were formerly otter hunts tend to be more organised than newly formed mink packs, some of which are trencher fed (e.g. The Tandridge, in the South East). The old otterhunts tend to have more otter hounds in their packs, and like to hunt at their traditional meets. Many have radically changed their names, for example, The Dartmoor Otter Hunt is now The Devon and Cornwall Mink Hounds, The Bucks and Courtney Tracy Otterhunt is now the Yetne Minkhounds. New packs tend to have Foxhound or Foxhound crosses.

**The Hounds** Pure-bred otterhounds are shaggy individuals about the size of an alsation. Only two packs, the Dumfriesshire (Scotland) and the Kendal & District (KDOH) (Lakeland) consists entirely of otterhounds. The KDOH are now engaged in breeding the strain for show rather than hunting (at the moment that is!) and their rivers are not loaned to any other pack. Other packs either have a mixture of otterhounds and foxhounds, all foxhounds or labrador/foxhound crosses. The foxhounds may be cast-offs from foxhunts. Terriers are used on mink hunts to flush the mink either at the beginning of the chase or if the mink goes to ground.



MINK



PURE BRED OTTERHOUND



The Officials and Hunt Servants (hunters, whippers-in etc.) of the hunt are the same as in fox hunting (qv) except that earth-stoppers and fence-menders are not employed. A terrier man is still in evidence but he will normally walk along with the hunt. There is an official hunt uniform consisting of jacket, breeches tucked into long socks (skirts for women) and boots, plimsols or hockey boots as footwear.

Mink hunting attracts the same variety of followers and also includes small children, and the same type of heavy. Many of the followers carry otterpoles – 5–6 foot long staves on which kills are tallied by means of notches. These staves were once used to form “stickles”, but we are told that this practice no longer occurs and these poles are merely used as glorified walking sticks for use in wading across rivers, climbing banks and stabbing around in roots of river-side trees in the hope of disturbing the hunted animal.



OTTER

The Hunt The meet usually takes place at a pub, member's house or a bridge over the river to be hunted. Minkhunting takes place on foot along the river bank. The huntsman will take the hounds in front of the followers and they will search the bank and reeds for scent. There seems to be no sure way of determining which way the hunt will go although former otter hunts now hunting mink tend to hunt upstream (against the water flow) first, take lunch and hunt downstream afterwards. Unlike otters, mink have small territories (less than a mile of river bank) and once put up by the hunt tend not to go far. When they have located a scent, minkhounds tend to give voice in the same manner as foxhounds (indeed many of the hounds are old animals drafted from foxhunts and harehunts – beagles and harriers). If they lose the scent the huntsman will cast his hounds backwards, then forwards and if unable to find the scent may cast the hounds on both sides of the river away from the banks and along drainage ditches, hedgerows and small tributaries joining the main river.

Minkhounds are very prone to rioting after ducks, moorhens and even swans – in fact any animal or bird that pops up under their noses. Most packs, however, hunt as much by sight – human and hound – as by scent. When a mink is sighted by a follower a holla is given as in other forms of hunting.

Mink do not swim as well as otters, tending when hunted to run along the river bank, being small they frequently seek sanctuary in holes or beneath over hanging tree roots. Being good climbers they often attempt to escape up trees. Small and agile mink can often go straight through a pack of hounds and still escape. Minkhunting then, in full swing in many ways resembles a glorified rat hunt, the whole hunt going up and down river in a small area chasing the mink from one refuge to another, digging it out of river-bank holes with shovels and terriers and shaking it out of tree branches.

Humane killers are rarely used, the mink being killed either with spades, by being drowned or by the hounds or terriers. Hunters have no respect for the mink and do not care how its end comes providing no bad publicity comes of it.

Mink of course breed during the summer and the hunt will if they find them feed the entire litter of young mink to the pack. If a bitch mink with young is killed and the litter escapes detection the young will of course starve to death. The young ones are dependent on their mother for at least six weeks after birth.

A mink hunt meets at around 11.00.am and may end at dusk. A good pack may kill several mink in a day.

#### HUNTING TERMS

TRENCHER FED: hounds which are kept privately, then brought together on hunt days to form a pack.

#### MINK HUNTING – TACTICS

A mink hunt is unique in that it is usually possible to tell in advance exactly where the hunt will go from the meet; the only variable being upstream/downstream and on either side of the river. In fact, it is usually self evident which side of the river the hunt will take and (except sometimes for a brief stroll down-river before lunch) mink hunts will usually head upstream.

Otter hunts who have changed to mink will usually keep to their traditional meets, so try to obtain old meet cards or hunting reports. As most do not advertise it may be necessary to follow them from kennels and to be familiar with the hound van and supporters car numbers.

a) Before The Meet If the meet is known then spray bridges, possible holts, root outcrops and banks (especially where hounds will enter or leave the river) with antimate. Whilst doing this you will also be acting as a beat which will flush mink from the area. You could also run a false trail along the bank and then out into the fields away from the river. It is worth noting that mink hunts will operate on streams and brooks as well as main rivers.

b) At The Meet If you have arranged for the press to be present, hold a banner demo; mink hunts hate publicity.

c) During The Hunt Keep in front of the hounds (this is the only occasion when you will need to sab in front of hounds), talk to the hounds and try to distract them, also talk to the huntsman in an effort to break his concentration. If possible, have sabs further ahead along the river bank, this will ensure that any mink are on the move before the hunt gets there. These sabs can also spray or cover scent. The hunting horns can be most effective if hounds have gone off on their own away from the huntsman. However if the huntsman is in full control of his hounds, the use of the horn will be ineffective and it is best to use voice. Encourage hounds to hunt on false lines and with individual hounds encourage them

to go further afield by imitating hunting calls. If in the event of a quarry being sighted and the hounds begin to "speak" use whistles and horns etc., to try to confuse the hounds and get their heads up, also if possible, wade into the water between the mink and hounds to foil the floating scent. If the mink is on land spray behind it. If the mink hides in deep tree roots or holes in the bank, prevent the insertion of terriers which are used to flush it out. If the mink climbs a tree link arms beneath the tree or the hunt will attempt to knock it down with their hunting poles. Sabbing a mink hunt takes place in close proximity to the hunt and supporters, so when using the above tactics make sure you are in a position to defend yourselves.

**Mink Hunting — Hints** See the hints re trespass, the Country Code etc. Many mink hunts will stop for lunch, re-box their hounds and take them by van to another part of the river. Be prepared for this or you could get stranded with your transport three miles away at the meet! Ideally one car driver should stay with the hound van all day to follow the van and to ferry stranded sabs to the new meet.

If the hunt knows sabs are around, it may try and give sabs the slip. In such a case, always follow the hound van, not the supporters (keep a note of the hound van's registration number). If in doubt head upstream. If upstream of the hunt, remember that hounds will be looking for a scent on top of the water. Try spraying leaves, branches, twigs etc., with Antimate and floating them downstream. Sprayed stick and stones can be thrown across the river — ahead of, not at, the hunters — if you are caught on the wrong side of the river from the hunt.

Be prepared to get wet. The hunters will wade into rivers — so must sabs, if necessary, take spare shoes and socks. Don't wear wellies or waders — you could be in trouble if they get full of water.

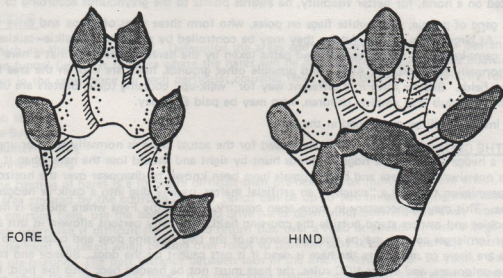
Registered mink hunts should not disturb otters, but do not be fooled by the argument that they no longer hunt otters, they will. Local conservation groups, water authorities, river keepers and landowners may be able to advise on the whereabouts of otters. A mink hunt should not meet within four miles of known otter habitat. If this is ignored, try to implement a ban by approaching the river owners and explaining the situation. Apart from killing mink and otter, hounds have been known to kill moorhens, swans and other river wildlife. The disturbance factor is also particularly damaging, as river banks provide miniature wildlife sanctuaries for flora and fauna.

**IDEALLY ONLY ONE OR TWO PEOPLE SHOULD BE INVOLVED IN PRE-MEETING TO KEEP DISTURBANCE DOWN TO A MINIMUM.**

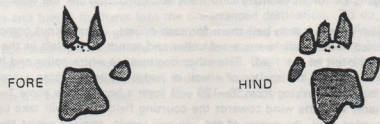
It should be noted that it is useless to follow a mink hunt unless you are actively preventing them from making progress along the river bank, merely trailing them in case they pick up a scent is adding to the disturbance factor.

The best method to sabotage a mink hunt is to swamp the hunt with sabs, this prevents hunting altogether. It also minimises disturbance to a fragile environment packed full of breeding wildlife since neither hunt nor sabs will need to proceed along the river bank.

A mink hunt killing an otter in Britain would presumably be open to prosecution, though this would be of little benefit to the otter involved.



OTTER TRACK (natural size)



MINK TRACK (natural size)



# HARE COURSING

No of Clubs in England and Wales: 27 registered  
with the National Coursing Club (NCC) — all  
greyhounds

Private Clubs operating outside the NCC are John Jones  
(Romney Marsh, Kent); Epping and Ongar (Essex)  
Lympsham (Somerset). Greyhound owners may  
organise their own coursing meeting and not  
necessarily use NCC rules.

Ireland: Coursing is governed by the Irish Coursing Club  
and the rules differ slightly. The main difference  
being that hares are gathered before the meet and released from a man-made tunnel into the coursing field as  
needed — it is known as 'park coursing'.

Season: September 15th — March 10th.

Usual start Any time after 9.00 a.m.

Hare coursing, as opposed to other forms of bloodsports involving hounds, is not a pack event. Only two dogs are  
involved on any one "course" and the area involved in the chase is usually enclosed. The hounds hunt by sight.  
According to the NCC (the governing body) coursing does not claim to control hare numbers, but conserves them by  
ensuring that some grounds regularly coursed are not shot over outside the season. However, in most coursing areas  
hare shoots, to reduce numbers, do take place.

HOUNDS Greyhounds are the most popular dogs used in coursing and the NCC has a standard set of rules drawn up to  
regulate the proceedings. Greyhounds may be trained by using dummy hares or live hares in competition with another  
hound in open country. Several reports have been heard of live captive hares and rabbits being used, and also cats.  
Greyhounds used in greyhound racing may be trained at course meetings and retired hounds from racing may finish their  
lives in coursing surroundings.

Other hounds used are Whippets (National Whippet Coursing Club — 4 clubs affiliated); Saluki (Saluki Coursing Club —  
branch of the Saluki Breeding Club); Deerhounds (DCC); Borzois, Afghans, Lurchers (a cross between a greyhound  
and another dog, such as a collie or labrador).

The average days spent coursing in a year amount to 120 days for greyhounds and 25 days for whippets, saluki and  
deerhounds.

## PERSONS INVOLVED

SLIPPER This is the person who "slips" (releases) the two hounds onto the selected hare. He uses a special attachment  
provided with twin collars which enables him to release the dogs simultaneously. He will judge whether the hare is fit  
enough to be coursed (i.e. strong and without "balled-up" (clay clogged) feet), if it is found to be "lacking" then he  
will wait for the next hare. He is registered and trained by the NCC.

JUDGE Mounted on a horse, for better visibility, he awards points to the greyhounds according to their ability.

BEATERS A gang of people, using white flags on poles, who form three sides of a box and drive wild hares towards the  
coursing field. At large meets such as Altcar, they may be controlled by a system of walkie-talkies. They take advice  
from the local game-keeper as to the normal feed paths taken by the hares, as they say that a hare will not be driven in a  
direction not normally followed. At Altcar, and possible other grounds, hares are kept in the area by placing feed in  
the surrounding fields. Beaters form in a different way for "walk-up" coursing (qv). Beaters are usually paid for  
their services and the club may employ children, who may be paid £1 a day.

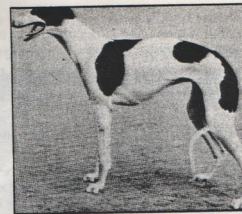
Other persons involved will be mentioned in the text.

LAYOUT OF THE COURSING AREA The field used for the actual chase is normally grass or unploughed, and is, ideally  
surrounded by a hedge or ditch and ridge. Hounds hunt by sight and should lose the hare when it passes through the  
hedge — this is not always the case and both animals have been known to disappear over the horizon. The coursing  
club may get permission to build a "sough" (an artificial shelter, usually dug into a bank or hedgerow) into which the  
hare can escape. This may be necessary in more open country, such as the Fens where shelter is not guaranteed.  
Spectators, bookies and owners stand outside the coursing field. The only persons allowed in this area are the Judge  
and the Slipper (on larger courses maybe also the owners of the two coursing dogs and possibly up to four pickers-up).  
The pickers-up are there to make sure the hare is dead if it gets caught by the dogs. Silence and static positions should be  
maintained by the onlookers, and under NCC rules, the hare must not be headed back into the field, but this is not always  
adhered to.

## A TYPICAL DAYS STATIC COURSING

The programme for each club is sent out about a month before the season starts, so that the owners may enter their dogs.  
Entry fees vary, but the average is £4 for an ordinary club meet and up to £80 for the Waterloo Cup. The entry money  
goes towards the prize money.

Names of entered dogs are drawn from a hat to pair them for each course. A knockout competition then takes place for  
the final pair. The first dog listed in each pair wears a red collar and stands to the left in the "slips" as the collar is  
known), the owner standing to the left of the field. The other dog wears a white collar and he and his owner stand to the  
right. The slipper will position himself in the shelter of a wall or hedge or, as at Altcar, a specially constructed hay or  
wooden shield. A number of beaters, anything from 30–120 will form a beating line some 1–3 miles away from the  
coursing arena and will drive hares with the wind towards the coursing field. This will take up to 45 minutes. As the  
beating line approaches the coursing field, the centre of the line will remain straight whilst the flanks will curve forward  
to form a funnel through which hares can be channelled onto the coursing field. As the hare enters the field the slippers  
will judge its suitability to be coursed and, satisfied, will let it run up to 80–100 yards ahead of him and then release the  
dogs.



The object is not to kill the hare, but to test the hounds against each other, and points are awarded accordingly. As the hare runs it will turn sharply to evade the jaws of the hounds, and because greyhounds are faster than the hare, they will overshoot the turn and will have to double back. Some dogs have a smaller turning point than others, but some may make up by being faster on the straight. As the hounds twist and turn after the hare points are awarded thus:

½ — 3 points	for the lead dog at the first turn
1 point	for the dog that turns the hare beyond 90
½ point	for the dog that turns the hare less than 90
½ — 1 point	for the kill (as said, the kill is not the object, but points are awarded in special circumstances)

The judge will indicate the winners by raising the appropriate coloured handkerchief (i.e. red or white). Other colour hankies used — blue indicates a "bye" (meaning a dog has been withdrawn), therefore, raising a blue and red means white has been withdrawn and red is the winner of the bye; likewise a blue and white means red has been withdrawn; a yellow hanky indicates a tie and that the dogs will have to run again later. Some dogs are not capable of running a second course and normally no dog runs more than three times in any one day. The judge's actions are duplicated by a Flag Steward, thus passing the message onto the spectators. When all the hares have been beaten through and there are still courses to be run, a new area may be chosen. If insufficient hares are found to complete the card, the prize money is awarded between the heat winners, unless the match takes place over a few days (e.g. Altcar — Waterloo Cup).

#### WALK-UP COURSING

After a morning's "static" coursing, the club may switch to "walk-up" coursing in the afternoon, if it is felt that more hares will be found by this method or if the surrounding fields are not suitable for beating. Walk-up coursing is sometimes practised as a rule, rather than an exception, by 'unofficial' coursing clubs — this is known as lurching. The layout now changes and a line of beaters, with the slipper and dogs in the centre, will walk over the fields putting-up hares in front of them. When a suitable hare is moving the line halts and the dogs are loosed. Points are awarded in the same way as in static coursing.

Only the judge is allowed in front of the line and if not enough beaters are there to form the line then spectators and owners will join in. The pickers-up also have to remain behind the slipper, so if a hare is caught they will have to run forward in order to kill it.

#### GENERAL OBSERVATIONS

If a greyhound catches a hare, it will grab at any part of the animal (not the quick bite at the back of the neck beloved by foxhunters). Once it has hold it will not drop the hare and may run off with it. Both hounds may grasp the hare and the much disputed, but well documented, tug-of-war will ensue. That the hare suffers cannot be disputed but 'torn-to-shreds' is not the best way to describe the outcome. Internal injury is more likely and the screams of an injured or distressed hare resembles that of a human infant. We are told that a caught hare is despatched by a picker-up within three seconds, but this is by no means always the case. In a well-documented and much sneered-at instance in 1975, a hare was screaming in the jaws of a hound for over two minutes before having its neck broken by a picker-up. (The event was filmed but labelled as rigged by bloodsportsmen who were shown the extract as part of the evidence against coursing in the House of Lords enquiry).

#### HARE COURSING TACTICS

Establish beforehand which are the coursing fields. Determine the areas and direction which hares are beaten in from and the likely location of the funnel (which is the area where the hares will be held before release into the coursing field). The funnel is normally always in the same place for each particular coursing field, as the beating will normally follow the same pattern.

There are three main sabs tactics ;

1. Pre-Beating
2. Counter-Beating
3. Funnel-Beating

**1. PRE-BEATING** The beating of hares is a lot more difficult than pre-beating fox hunts. To have effect, the line has to cover the width of the area covered by the coursing beaters, which can be up to two miles. Taking into account wind direction and the location of the coursing field, use the beating line to drive hares downwind, outward and away from the coursing fields to a position which will make it difficult for them to return (i.e. over a road or stream or into a large patch of woodland. Obviously care must be taken when beating over roads to position sabs to control traffic). Clearly, large numbers of sabs are required for pre-beating. The best distance between sabs in the line is between 10–20 yards. Sabs should wear bright clothing and have white flags or fertiliser bags. It is imperative that the line is kept as straight as possible. It should continue at the pace of the slowest person. The use of C.B.'s and the use of appointed stewards to control groups of say, twenty sabs in the line will be helpful in ensuring that the line remains straight. Noise is all important, but it must be controlled. Too much noise can panic hares into running back through the beating line. Whistles and horns are recommended. Equally important is ensuring that the line goes to the very end of the pre-arranged destination. Sabs must operate in exactly the same way as the coursers and funnel the hares into the pre-arranged destination. To do this successfully, the outside flanks should curve in until the only open gap gives access to the required destination. At this stage there will be a lot of hares in a panic ridden and confused state within the funnel. Movement of flags must be increased and the lines tightened up to ensure that hares attempts to break through the beating lines fail. If there is no suitable place to which the hares can be pushed into with safety, then they must be beaten away from the coursing field and some sabs must remain to prevent them from returning to within the coursing range. This may be necessary anyway, as hares do not like to be on unfamiliar ground.



2. COUNTER-BEATING is finished, sabs should wait for the coursers first beat line to form up. Then sabs should form an opposing line between the coursing arena and the coursers beat. Sabs should then advance their beating lines towards the coursers beat. On approaching their line, the flanks should curve in to prevent hares from running around the sides and the sabs line should pass right through the coursers line. This tactic needs to be repeated each time their beating line forms. In order to scare the hares back through the coursers beat, it is necessary to make more noise than them. Smoke-flares and air horns can be of assistance here in forcing hares to flee in the desired direction.

3. FUNNEL-BEATING If the beaters are persistent, they will eventually succeed in bringing some hares to the coursing arena where they will be held up in a funnel or V shape at one end of the coursing field. Sabs must make every effort to break up this formation by breaking through the lines of beaters and panicking the hares into running in any direction. This can be done by charging through, but if this proves to be impossible, rockets can be fired over the formation to panic the hares out. If this is successful, the funnel formation will be ruined and beating will have to be resumed by the coursers. In this case resort to tactic two — Counter-Beating. On no account should any attempt be made to run onto the coursing arena, as this will prove to be ineffective and you may run the risk of being arrested. Be on your guard against the coursers moving to a different area at lunch time. Also if you have been particularly successful they may resort to rough or walk-up coursing, in which case they will split up and go across country in search of hares. In this event walk about 50–60 yards in front of each coursing group and put the hares up by making a lot of noise, so clearing them from the coursers path. As rough coursing is not official, you could also encounter it at any time, even outside season.

The meets are advertised by the National Coursing Club and a full list usually appears in the national 'sporting' journals. A list of coursing club secretaries is available from Headquarters. National joint hits against hare coursing will be advised by the contact sheet system. Hare coursing meetings have been known to be violent in the past, so please consult Headquarters before tackling one.

#### GENERAL HINTS (After Each Hunt)

1. If possible get everyone together after a hit to discuss any successes or failures of the day. If there have been any violent incidents get the relevant facts written down before memories fade.
2. Try and keep a check on numbers and take a count at the end of the day. Try to ascertain what has happened to anyone who is missing and take appropriate action.
3. Send a full report of the days proceedings to Headquarters. (Blank hit reports sheets are available from H.Q.) **THIS IS EXTREMELY IMPORTANT.** It should contain a list of hunt vehicles registration numbers and any other information you may have picked up. The name and place of the meet with an O.S. reference, and an account of the route the hunt took (coverts visited etc.). The number of sabs, hunters, supporters and details of any kills if verified. The hit report sheets are invaluable to the Hunt Saboteurs Association in building up a record of hunt meets for future reference and assessing our effectiveness. Keep a copy for your local group and it may help you to tell where the hunt are likely to go if they have a subsequent meet at the same place.
4. If there are any press worthy events, please contact the H.S.A. press officer immediately and without fail.

**General** If you have any ideas for other tactics, please let us know before you use them so that we can advise. Finally, if at first you don't succeed .....etc. The only way to sabotage hunts effectively is to have experience. The more you go out the easier it will become, so do not get discouraged if things do not go right the first time out. If necessary ask Headquarters to get experienced sabs out with you.

## GROUSE SHOOT TACTICS

Season: August 12th – 10th December

Grouse are smaller than pheasant and larger than partridge which they resemble. They are found in coverts, large and small, sometimes singly, sometimes of 20 birds or more. Later in the season they often pack in large numbers. They feed mostly on heather shoots, occupying bleak moorland. They are very hardy birds living in cold conditions, breeding and maturing early. They take to their wings within a week of hatching and in spite of endemic disease on most moors, they are one of the strongest flying birds.

Although not in the strictest sense of the word artificially reared, the moors are kept and the grouse population kept artificially high e.g. the heather is burned to encourage the growth of new shoots, every form of winged and fowllegged predator is rigidly exterminated etc. If left alone the population would stabilise at a much lower figure and natural immunity to endemic disease develop in most cases.

Birds are shot in two ways; walking-up or driven shooting. Walking up (only for those shooters not suffering from gout, drunkenness, arthritis, cancer or obesity) entails the guns walking in a line across the moor, with the wind, sometimes with a variety of Gundogs to disturb concealed birds, shooting as they take off. This method is employed mainly in the later part of the season when numbers have been depleted by driven shooting or on moors where grouse are in short supply anyway.

Shooting driven birds is the traditional form of grouse shooting. Grouse are driven by a long line of beaters over the waiting guns, concealed behind shooting butts. The drive can cover miles of moorland and often be out of sight until within reach of the shooting butts.

#### WHERE ARE GROUSE SHOOTS ADVERTISED ?

- a) On the roadside. Notice boards at the beginning of footpaths or public tracks leading onto a grouse moor. They will tell you when the moor is closed for shooting.
- b) National Park Planning Boards will supply, on request, a list of dates when moors will be closed for shooting along with a photocopied map showing moor boundaries e.g. Peak District Board 062981 3227. They have negotiated access agreements with shoot owners in the area, that allow the public onto the moors at certain dates, providing that the moors are allowed to close on certain days for shooting.
- c) At railway stations in the area.
- d) In some local newspapers, under the public notices column, they will list moors, that are accessible to the public, and when they will be closed.
- e) Some County Councils e.g. Lancashire CC. and N. Yorks. CC have negotiated public access agreements with the owners of grouse moors and it becomes their task to inform the public when these moors will be closed. These county councils will keep lists of such moors and when they are closed. They work a similar scheme to that operated by the Peak District Planning Board.
- f) It should be remembered here that most grouse moors are huge, private, fenced-off tracts of land where no member of the public is ever allowed. You will have great difficulty in finding shoot dates for these moors, because the owners are under no obligation to warn the public and publicise the dates. It should also be pointed out that those moors which have had access agreements negotiated with them and allow the public on, have to fix days of shooting well in advance of the 12th August. Once decided on, the dates cannot be changed - so if one shoot is disrupted by sabs, they cannot hold another to make up for lost sport. Unfortunately, these shoot dates are never available until the first week of August.

#### MATERIALS

1. Whistles, football rattles, horns, air-horns.
2. Large white rags, flags or old sheets (Oxfam shops have been suggested as a likely site to buy these). Old fertiliser bags will do for beating purposes.
3. O.S. maps of the area. All groups will be given detailed maps of the shoot, but try and bring the relevant O.S. map.
4. Camera and binoculars are essential.
5. Compass. Do not under-estimate how easy it is to get lost on these open moors. Someone in the group should be able to use one.
6. Silver foil arm bands, shiny metal badges, Barleycup tin lids etc. : all reflective shiny surfaces for a) Shining in the faces of shooters' faces and b) materials that will reflect sunlight and warn grouse of impending danger at the butts. Hand-mirrors would also be useful.

N.B. Make sure that your group brings as many as possible of these materials. Do not expect everything to be provided for you.

#### DRESS

Wear white/yellow/light colours that will assist in clearing the grouse whilst pre-beating and make you stand out when in the shooting butts. Otherwise try and look like a hiker it may provide you with a cover on the moor. Strong sensible footwear is a must for high, often boggy rocky slopes. Also of course clothing that can protect you from the elements is a must. Fog, rain and winds are a common feature of the Pennines and Dales. Lastly don't forget, grouse are colour-blind; so a colour like red is not as effective as used to be thought.

#### PLANNING A GROUSE SHOOT SAB

Because regional or joint-hits are needed to sab a shoot effectively, the organising groups really need to explore the shoot moors thoroughly it is vital that someone knows their way around the moor. A good sab is really dependent on the planning that has led up to it. The following points have to be known;

- a) How far does this shoot boundary extend - they cannot shoot willy-nilly over the nearest 100 miles of moorland. The moor is divided up into say 5 or 6 shoots and shooting your neighbour's grouse just is not cricket.
- b) You need to know all access points onto the moor. How far can you get a land-rover up the track? Most of the access to the butts will be little better than dirt tracks. Remember also, grouse shooters are sickly creatures and hate walking uphill. Nine times out of ten there should be some means of getting a land-rover up to the butts.



c) Lines of shooting butts are marked on the 2½" scale maps as are shoot boxes. All these lines have to be marked onto the O.S. map; there could be as many as six lines of 12 butts. Once they are marked on it is possible to determine which stretches of moor belong to which line of butts i.e. what particular stretch of moor is beaten for each butt line. Once all the facts are marked on the map, you can determine the direction the beat-line will take, size of moor you have to beat for each line of butts and indeed even the line of butts that will be used first. Ensure all butts have been checked and correspond to those marked on the map. Also some may be "double butts"; can be shot from the front and back and used for two beats.

With this information in hand, obviously moving across the moors and directing sabs becomes a lot easier.

#### TACTICS BEFORE THE SHOOT STARTS

Prebeating is the most effective method it should be done

- a) With the wind - no bird wants to fly into the wind.
- b) Away from the line of shooting butts that are to be used first and indeed beyond the point that the shoot beaters will start their beating.
- c) If possible downhill; it is a lot easier to force birds to move.

The sab beat line should be longer than the line of butts. Do not forget also that the beat line will have to widen out as it progresses away from the butts to encompass the whole area the shooters will beat. To do this effectively 50-100 sabs are needed really. Gaps of 20-30' are needed between sabs and generally most of the rules for pre-beating hare-coursing apply to grouse moors. White flags and noise seem to shift grouse best although noise should be controlled. Grouse beating (official) usually starts around 9.30 a.m. so sabs need to START at around 8.00 a.m. at the latest. The use of C.B.s will assist in controlling the line. Please remember these attempts are not races. The line should move at the pace of the slowest person and be kept STRAIGHT.

#### TACTICS AFTER THE SHOOT HAS STARTED (driven)

Depending on how many sabs there are and how well the pre-beating has gone there are a number of options open.

1. As in hare coursing, counter-beating or flank beating can take place. However this should not merely be an opposing line of sabs parallel to grouse beaters. The aim is to move or funnel grouse in a particular direction. Taking into account wind, land gradient and position of shoot butts, a line at around 45 degrees to grouse beaters and shoot butts should be formed. This should be as tight and noisy as possible - as birds approach and are turned down the sab line, so the noise should progress down the line. If the whole sab line is a block of noise all the time, not only will you simply turn the grouse back but you will wear your voice out. So the grouse have to be funnelled away from both shoot butts and beaters. Controlled noise and constant attention are required for counter-beating to work as it should.
2. As the grouse beaters advance on butts and sabs so the counter-beat line will have to slowly retreat, as beaters meet the front end of the sabs line, so these sabs should move down the line. Alternatively, they should fall back to the butts and block the line of fire of the shooters.
3. If it proves impossible to form a static counter-beat line at an angle then a line of sabs should be placed approx. 200 yards out from the butts. This line should be very tight and noisy; the object being not to turn the birds back into the beaters but to make them rise up into the air, out of range (50 yards) of the guns. This however is a somewhat dodgy tactic; the best means of defence of the grouse is low flight hugging the hill gradients. By forcing them up higher, they are denied this natural defence. Sabs have to ensure birds DO fly high and must watch that shooters do not shoot behind their butts after the birds have flown over and start to descend.
4. Please note that rook-scarers, smoke flares, bangers etc are not to be brought onto the moors this year.
5. The 'ultimate' tactic is to occupy butts and block the line of fire both at front and rear of the butt. The shooting butt is usually made of natural materials i.e. timber, turf, stone and usually shoulder height. Its prime task is to provide camouflage for the gun-wielder, hence their tweedy attire. Clearly then no shooter is going to want white sheets, banners, piles of non-camouflaged bodies, lots of silvery reflective items, screams and shouts etc as it just might ruin his camouflage cover. By standing in front and on top of the butt it becomes more difficult to shoot accurately. Sometimes shooters will put away their guns when sabs resort to this tactic, others will attempt to carry on; groups must be prepared to assist areas that are persisting in shooting around sabs. Good communications and quick thinking should take care of most trouble spots. This tactic is not as stupid as it may sound. No-one has ever been shot . . . yet. Strong will and common sense should prevail on the day.
6. During the day, guns and beaters will move to different lines of butts on their moor. Always keep with the guns, just as you keep with the hounds on a foxhunt.
7. Remember keep to the country code and DO NOT cause any damage to guns, butts or vehicles.
8. Legal sheets, contact No. for the day, solicitor's No. for the day and detailed maps of the area will be available on the day. YOU should bring everything else needed to sab a shoot.

## WALK-UP SHOOTING TACTICS.

Beating, well-ahead of the shooters is the main tactic to adopt. At times shooters will abandon their butts and forming a long line, move across the moor with the wind and shoot as grouse get up in front of the moving line. Sab beaters should form an arc 400-500 yards ahead with the two ends furthest from the shooters and keep ahead of them clearing all bird-life as they proceed.

Care has to be taken that sabs proceed at the same speed as guns and that guns do not switch direction, leaving the sab line too far away to swing back in front of them.

## PHEASANT SHOOTS From October 1st — February 1st

Wild pheasants are now almost a thing of the past and the shooters now breed and rear their own birds to satisfy their blood lust.

This is a trend that is increasing at an alarming and more elaborate rate.

Shooting syndicates are set up to ease the cost and in many woods can now be found the rearing pens. You will come across them as you pre-beat woods on fox hunts.

From incubation the chicks are kept in large sheds and as they get older they are placed in larger and larger pens until they are old enough and 'ripe' enough to be released from their holdings into the countryside. Feed is kept permanently for them in hanging containers, i.e. old plastic drums to ensure the pheasants remain in the area where they are to be shot. Also, an aniseed solution is put around the coverts, the smell from this appeals to the pheasants and they stay in the vicinity.

The shoots take place regularly and will be advertised in shooting magazines and locally. More shoots take place just before Christmas and we should really attempt to disrupt them at this time.

A large shoot will generally take place with beaters and the shooters remain stationary. Several beats will take place during the day. Smaller shoots may be of the walk-up fashion.

## TACTICS

Action has to be taken early in an attempt to prevent the birds from remaining in the area they are released into.

The feed containers can easily be located and you should act accordingly.

Pheasants have been known to follow a trail of the feed for some distance and remain if enough food is left. They will particularly follow an aniseed trail which can be sprayed from a garden spray. The aniseed fluid, bought from chemists, should be mixed with spirits such as white spirits. Grain soaked overnight in aniseed as a trail will also work.

## BEATING

Much the same as grouse shoots, when their beaters and shooters are in position, beat away towards their beaters.

If there are enough of you, stand in front of their guns and prevent them from shooting.

On a walk-up shoot, position yourself ahead of the shooters and beat away at the same speed as the shooters walk, always watching to see if they change direction.



# COARSE FISHING

**Official Season** 16th June – 14th March inclusive (At present, Cornwall and Scotland have no 'close season' and Yorkshire begins 2 weeks early).

## Where to find details

1. The angling press 'Angling Times' and 'Angler's Mail' are published weekly and carry a comprehensive list of open matches, in addition to regular features on popular angling venues and methods.
2. Some local newspapers carry a regular angling column giving information on local waters and forthcoming club and open matches.
3. Some local radio stations run an angling slot, usually featuring a well known local angling personality.
4. Fishing tackle shops; often forthcoming fixtures are advertised in the shop on posters/noticeboards. Also, most sell local angling club membership and will have a list of club fixtures to hand, usually giving out copies on request.

## NOTE – Observation and intelligence

Successful sabotage of angling depends on being able to find out as much as possible about an intended target. Obviously, the more information we have at our disposal, the more successful we will be. By far the best way to find out about angling is to attend a fishing match as an observer, and walk the banks to watch and talk to the anglers. Check times of the match from local papers/fixtures list etc, and aim to arrive around an hour before the end. Walk the match-length, noting what baits and methods are in use, and what fish are being caught. At the end of the match, follow the 'weigh-in', to find out which species were caught (vital) and where the winning weights were caught. All of this information is crucial, as it will enable you to build up a comprehensive picture of the venue, what fish it contains, where most fish are caught, and what baits are most successful. Anglers are a friendly bunch and most are a mine of information. Getting into conversation with them isn't usually difficult and a simple question like 'much doing mate?' or 'Do you pick up much on the float here?' coupled with offering a cigarette, or helping carry tackle will normally break the ice and get them talking. Getting to know the terrain of a stretch of water is also important, look out for potential access/escape routes and learn to look at a stretch of water from an angling point of view—areas which are impossible to fish due to undergrowth/trees/moored boats/backwaters etc. will play an important part in future sabbing. Knowledge of terrain becomes doubly important if night time sabbing is likely.

## Structure of an angling club, description of persons involved and related activities

Angling clubs are prolific, diverse in size and are found in most towns and additionally in works social clubs, some pubs and occasionally schools and colleges. Generally the club is supported by members' subscriptions (anything from £3 a year to £15 upwards, depending on the type and quality of fishing on offer) these are used to acquire suitable venues, either by purchasing them or renting the 'fishing rights', and finance their upkeep and maintenance-re-stocking of fish, fencing, planting trees etc. Usually the club will be run by an elected committee, of whom the match secretary is of most interest for our purposes. As his title suggests, his task is to organise club match fixtures, dealing with publicity, selecting and 'pegging out' a suitable venue, deciding entry fees and prize money, and dealing with the organisation of the day itself. Like hunt supporters, anglers come in three basic categories:

### Pleasure Anglers

As the name implies, these people indulge in the 'gentle art' solely for enjoyment. Usually, they lack the technical competence of the specimen-hunter or match angler, whom they regard as too serious, and consequently their tackle and methods of using it lack the sophisticated approach of the other two. Although they may occasionally be seen swelling the ranks at club contests, they prefer to fish alone or in the company of a friend or two. Normally, they are content to stick with one favourite method, happily catching whatever comes along before opening time. Most clubs are largely composed of these loveable buffoons.

### Specimen hunters

A minority of fanatics who are interested only in pursuing larger 'specimen' fish, often spending days on end waiting for that prize catch. Most display a disdain of smaller fish, and the club and match anglers who catch them, referring to them as 'noddies' or 'tiddler snatchers'.

#### Match Anglers

Sharing the fanaticism of the specimen-hunter, 'matchmen' are hooked on the challenge of pitting their wits and tackle against other fishermen. From club contest to world championship, the aim is the same, to catch the heaviest weight of fish in the duration allowed, and thus win the competition.

#### Description of a typical club match

The organisation of the contest begins long before the anglers begin fishing. On the night before the match, or sometimes the morning before, the match secretary will 'peg' the stretch of water selected for the contest. This entails walking along the length, placing a numbered 'peg' at approx 15 yard intervals, (NB, some waters have permanent pegs, which means the numbered pegs remain in the bank permanently) these mark the positions ('swims') that the anglers will fish from for the duration of the contest. The competing anglers arrive 1-2 hours before the pegged length. Each angler pays his entry fee, and most in a car park or other suitable spot within walking distance of the pegged length. Then each draws his peg from a bag, or other will enter the 'pools'; a sweepstake which usually pays out the first three places. The 'draw' takes place in a suitable container which holds a number of pieces of paper, each marked with a number which corresponds with that of one of the 'pegs' in the riverbank. If an angler draws the number five, he will fish from the position on the bank marked with the peg numbered five and so on. After drawing his peg number, the angler gathers his tackle and walks over to his allotted position where he assembles his gear and awaits the signal to start fishing. At the agreed signal usually a whistle, he begins and tries to catch as many fish as possible before the signal to stop fishing. Most matches last between three and five hours. At the end of this time, another whistle is blown to signal the end of the contest. On hearing this whistle, the angler stops fishing and waits for the weigh-in usually amusing himself by dismantling his tackle. At the 'weigh-in', the secretary and a couple of assistants visit each angler in turn, weighing the catch of fish he has accumulated in his keep-net. Each weight is noted, and the fish caught are then returned to the water. After noting each catch, the secretary ascertains who caught the heaviest weight, and this angler is pronounced the winner of the contest. Club contests are usually small, comprising 20-50 anglers most of the time. Due to their relatively small size, they are considered the most practical target for sabotage at present.

#### Other types of match

Specie matches: identical to a normal club contest in all respects bar one; the competitors must attempt to catch only fish of one particular species, as any other species caught do not count in the contest. Some clubs award special trophies in connection with these competitions, e.g., Roach cup, Perch cup etc.  
Open matches: Bigger than the average club match, often comprising 100 or more anglers, with correspondingly higher entry fees and prize money. The open circuit usually attracts more skillful competition than the club match circuit.

#### ANGLING SABOTAGE

Introduction. In common with sabotaging hunts, sabbing angling depends largely on an understanding of the quarry, and the techniques used to pursue it. In order to catch fish, an angler must firstly attract them into the vicinity of the baited hook, and then tempt them into taking the bait. To do this, a technique called 'groundbaiting' is employed, where samples of bait known to be attractive to the specie(s) of fish sought are introduced to the water near to where the hook lies. This readily available food source attracts fish, concentrates them in one small area and whets their appetite making them more likely to accept the hook bait. Basically, to stop fish being caught we must either prevent them from being attracted into the 'danger Zone' where the angler's hook lies, or prevent them from taking the bait once they are in this area. One method of doing this is to adapt the angler's techniques of introducing food to the water with the aim of attracting fish into 'safe' areas where they are less likely to get caught, or to introduce bait with the aim of 'choking off' fish. If large quantities of bait are used before a match begins fish will again be much less likely to get caught, as they will have little or no appetite after a recent heavy feeding session.

#### MATERIALS

Any bait substance we use should imitate where possible the types of bait used by anglers, as on the majority of heavily fished waters, decades of angling have conditioned fish towards eating small 'particle' baits (maggots, Chrysalis, hemp-seed etc) and the cereal-based groundbait that anglers throw in.

1. Cereal-based groundbait, finely ground breadcrumbs, rusk bran etc. which is available in tackle shops in a range of consistencies from dust like up to a coarse bread crumb. It is mixed with water and formed into balls, either with samples of the bait which is being used on the hook included or on its own. Anglers place great importance in the way the groundbait is mixed and used, as a range of effects are possible and the skill is in choosing which one will work best on the day. Groundbait can be mixed with plenty of water into a sloppy mixture which just holds together when squeezed into a ball, this will break up on impact with the water when thrown, creating a cloud of slow-sinking food particles which some species find especially attractive. Alternatively, it can be mixed with less water to form hard balls which will sink to the bottom and break up slowly, forming a 'carpet' of food which is attractive to bottom feeding fish. Groundbait can be



bought in un-mixed form from fishing shops, scrounged from some bakeries, ask for floor sweeping, or concocted at home. One idea is to organise a stale bread collection from friends, neighbours, breadshops etc. Use a blender to grind the stale bread into a coarse crumb and store in a dry place until needed.

2. Hempseed; a small black grain with a protruding white shoot. Renowned in the angling world as an attractive bait which some species, notably roach find irresistible. The seeds are small and dense, which means they sink quickly and will 'hold' on the bottom of a river without being washed downstream by the current. Hemp can be bought cooked and ready to use from fishing shops, or in it's uncooked state from pet-food suppliers. To cook it, boil gently until the seed turns black and a white shoot emerges.
3. Other seed baits; tares, wheat and other pulses are occasionally used by anglers.
4. 'Pilau rice' (cooked with tumeric so it turns yellow) this is extremely similar to a yellow maggot in appearance.
5. Sweetcorn; tinned/frozen is often used as a summer bait on still-water venues, particularly for tench. Little used by match anglers.
6. Bread; can be used as a floating bait to attract surface-feeding fish. Must be used with caution, as it is obviously attractive to ducks and other wildfowl.

Catapults of the type used by anglers can be used to place bait accurately at a distance.

#### Quarry rules: Fish and their feeding habits.

Before sabbing fishing, it is important to ascertain what species of fish inhabit the venue. Different fish have different feeding habits, and these must be taken into account when selecting which bait to use. Whilst the following provides an introduction, it is obviously an advantage to become more conversant by reading angling literature.

Roach A common species found in most waters. Will feed at all levels, generally surface/mid-water in warmer months, bottom feeding in winter. Commonly caught by match anglers. Suitable sab baits: "cloud" groundbait and hemp.

Rudd Less common overall, but tends to breed prolifically in waters it inhabits. Generally only found in lakes/canals. Surface/mid-water feeder, inactive in winter months. Sab baits: "cloud" groundbait, floating bread.

Bream Found in slow moving rivers/canals/stillwaters. Favourite of match anglers bream are found in large shoals, are a large fish, and have a large appetite. Bottom feeder. Best sab baits: carpets of groundbait, hemp and other "seeds".

Chub Almost exclusively a river fish. Will feed at all levels. Again favoured by match anglers. Sab baits: Hemp, bread.

Tench Found in lakes and canals. Large bottom feeder. Only active in summer. Sab baits: "carpets" of G/B, sweetcorn.

Barbel Found in fast flowing rivers. Large, powerful fish. Bottom feeder. Sab baits: Hemp, "carpets" of G/B

Carp Largest of our freshwater fish, renowned for high intelligence (rarely gets caught twice) Found in stillwaters. Sab baits: Sweetcorn, any seeds, carpets of G/B. Feeds at all levels. Rarely caught by match anglers, presumably as it is more intelligent than they are.

Gudgeon Small fish, found mostly in rivers. Bottom feeder. Sab baits: Hemp, Carpets of G/B.

Bleak Small, active river fish. Feeds on or near the surface. Commonly caught by match anglers. Sab baits: floating bread.

Dace Small river fish which feeds at all levels. Sab baits: "cloud" G/B, hemp.

#### TACTICS BEFORE THE MATCH

1. Ascertain exactly where the match will be held, which bank of the river or canal, and what species of fish the venue contains. Try if possible to visit the venue to familiarise yourself with the terrain, paying particular attention to looking for 'safe' areas to try to attract fish into. Briefly, a 'safe' area is one where it is difficult or impossible for an angler to cast and control his tackle; beneath moored boats, landing stages, under bridges, backwaters which connect with the main waterway and areas of dense aquatic vegetation.

2. The night before the match, walk the banks, systematically throwing bait into each swim. Ensure your bait is compatible with the species of fish present. Concentrate feed in 'safe' areas, but otherwise spread it out. By spreading the feed, we make it harder for anglers to concentrate fish into small areas during the match, and increase the numbers of fish we have fed, by covering the maximum area. NOTE: always ensure that you have enough bait (on average 2-3 pints per swim, and only concentrate fish into an area you know is safe, or will not be fished during the match.

3. If the pegs have already been placed in the bank when you arrive, firstly use them as a guide to indicate safe zones- beyond the pegged length at either end will not be used by anglers, also look out for any swims which haven't been pegged- often this indicates a particular spot is considered difficult to fish. Feed accordingly.

4. Removing peg numbers is guaranteed to create confusion and delay the start of the match. After drawing a number, anglers will find on arriving at the bankside that the number doesn't exist and they have nowhere to fish from. Alternatively shuffle up numbers to achieve equal confusion.

5. Erect 'match cancelled-phone secretary' notices, another delaying tactic designed to create confusion.

6. Wire access gates to the water.

## ON THE DAY

1. Blow a whistle 15hr before the match is due to begin, some anglers may begin fishing early and get disqualified. Similarly, blow before the match is due to end, this may make some anglers pack up early.
2. Position sabs along the opposite bank to the anglers. Each time an angler throws in bait, sabs also throw bait, aiming at a different spot to the angler, the angler throws bait close to the banks, throw it in the middle and vice-versa.
3. Throw small pebbles at floats (not the anglers)
4. If sufficient members are available, stick in a big group move up and down the banks making as much noise as possible. Undoubtedly effective, but risky in terms of confrontation.

## OTHER FORMS OF HUNTING IE. FERRETING, FALCONRY, ROUGH SHOOTING, GAMEKEEPING, WORKING TERRIERS AND LURCHERS.

Success in the fight against the above abuses of wild animals is very difficult to achieve principally because it is often covert and of course not advertised - some activities such as badger baiting and using gin-traps is illegal but on the few occasions when the police are willing to take action it is difficult to prove that the law has been broken or the police make a mess of the whole thing through lack of experience or interest.

Basically success can only be achieved on a limited and local scale after considerable effort. Regularly active sabs who know their country and are willing to put into their actions considerable work are the most likely to succeed. It boils down to commitment research and experience.

## A FEW GUIDELINES. RESEARCH

Gather information on your local nasties, local newspapers and bloodsports magazines frequently carry advertisements for dogs (lurchers, terriers, pitbull terriers and the like), the situations vacant columns carry adverts for gamekeepers, shooting to let and so on. All adverts should be responded by phone preferably or at worst by letter. Find out in the case of dogs whether they are worked - if you sound gruff and thick you might get the advertiser to talk about what they do and where. Record the details. If the advert is for a gamekeeper find out what the job entails and where you would be based, if it be for shooting to let find out where the shoot is. Try to get addresses. Before picking up the phone, work out a good story and adapt your speech to suit the circumstances.

Check all information out and keep details if you get the addresses take vehicle numbers and descriptions. If the information points to illegal activity send it in to HQ who will pass it on.

If you find the whereabouts of a shoot take a look at it. Locate rearing pens and look for snares and traps; take the appropriate actions. (During the course of a days sabbing you will often find evidence of the work of gamekeepers or of the presence of rearing pens and the like, mark these on large scale maps of the area for future reference).

Talk to people in country pubs retain all snippets of information.

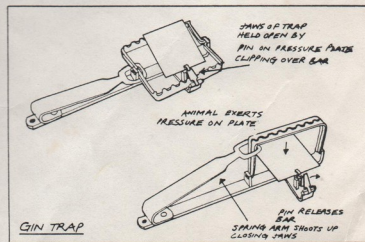
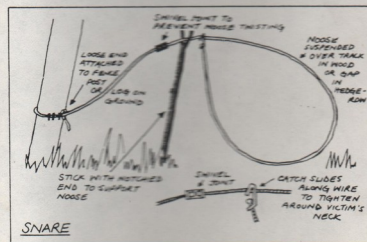
At first progress will be slow, based on rumour and conjecture rather than hard fact but if you are persistent the information, like a jigsaw will gradually take shape.

## ACTION

Pheasant shoots gamekeeper work etc. is fairly static in nature, action can be planned ahead. The best time to disrupt pheasant shooting is when the young pheasants are in the pens awaiting release (around June and July). The gamekeeper is most active at "vermin control" with gun and traps from around November to May.

People using guns on a casual basis for wildfowling, rough shooting etc. or dogs and ferrets and falcons are harder to track down and success may involve days of watching and waiting before anything happens. If the person is employed Saturday and/or Sunday is likely to be the time when they go out killing animals, if unemployed it could be anytime.

Apart from direct interference on the day there is little that can be done, however, to a determined killer of animals, and it should be left to the individual to decide what action should be taken.






This booklet has been produced by a Hunt Saboteurs Association Committee.

Thanks must be given to all those who have ever gone out to save the life of a hunted animal. What you have learned and witnessed may help others to carry on until all bloodsports are finally wiped out. It will always be possible to improve the tactics. If you learn anything which may be of assistance, please let the tactics officer know.

Yours In The Fight Against Bloodsports.

**Hunt Saboteurs Assoc.**   
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